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ISSUE SIX

SEGA pro

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- Arcade Classics scoop preview
- Complete Ultima IV solution
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- Marble Madness rolls in
- Gadget Twins in double trouble

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Meet Marvel's web-slinging hero on the Game Gear inside!

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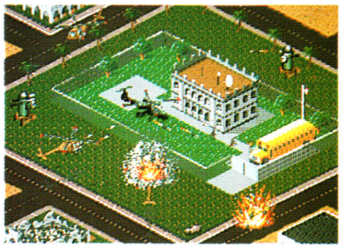

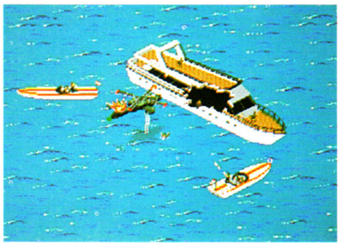

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"A brilliant, original Mega Drive game that will keep blasting fans entertained for weeks" 94% & Mega Game Award - Mean Machines

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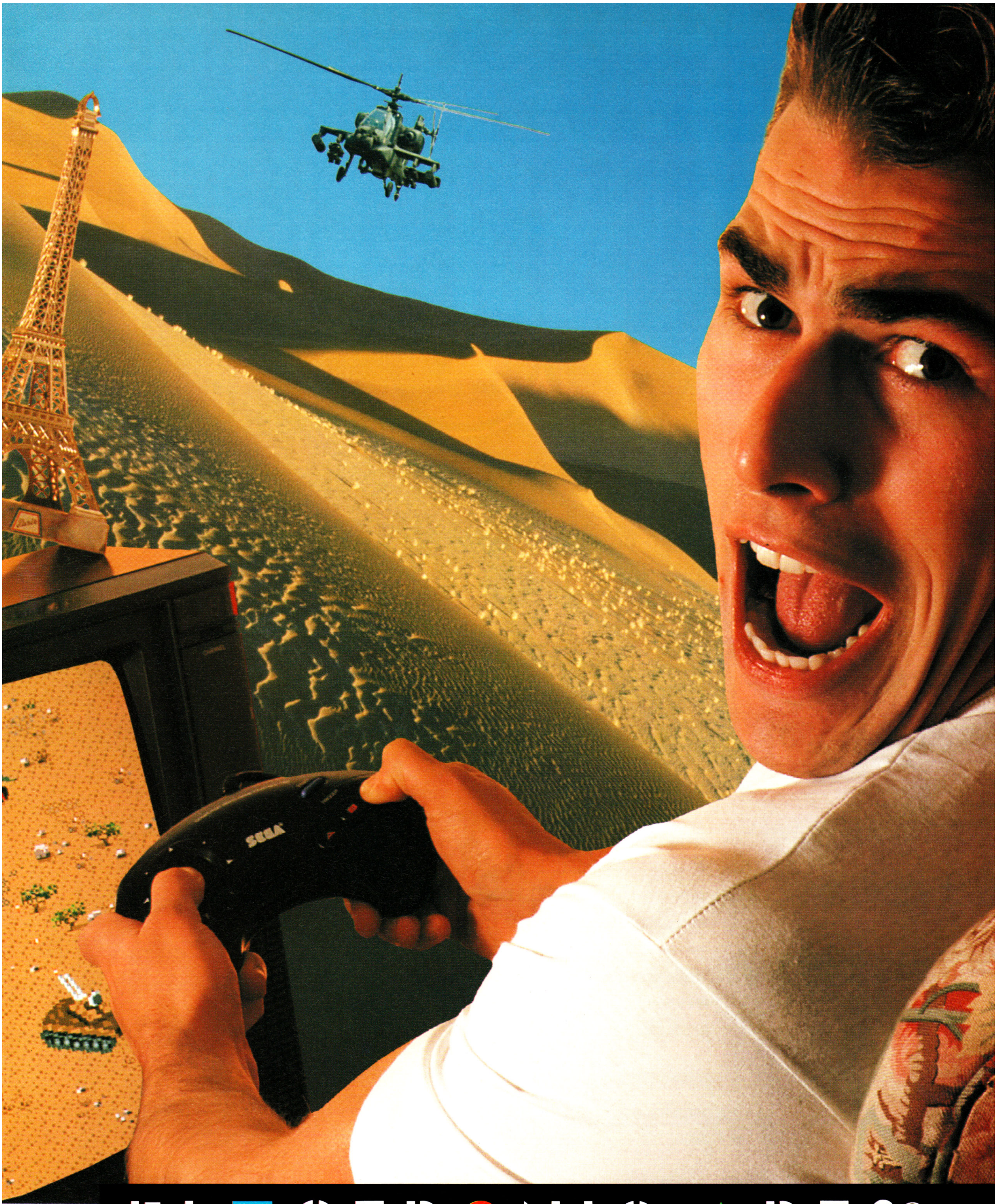

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SEGA pro

APRIL 1992

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SPECIAL THANKS TO...
Lisa Matthews and Playboy Video Enterprises for the late night entertainment.

DINGBATS MESSAGE

✣✭✡✰ ❼ ✳✯✤ ✯✦✦✄

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Please don’t copy our stuff. If you do, we’ll be very unhappy and be forced to take you to a small building with a very grumpy man called a judge.

Competitions: anyone connected to any of the comps is not allowed to enter. If you win and haven’t received your prize after one month of the magazine being on sale, please contact Di Tavener by post.

Exit: Two old women were walking down Walthamstow high street when they tripped over a Game Gear that someone had dropped. The first woman put down her bag of vegetables, picked up the GG and said:“...

(Complete and send to Exit compo at the usual address for the chance of a free cart.)

conte
SEGA GENESIS
MEGA CD
MEGA-CD
SEGA
MASTER SYSTEM

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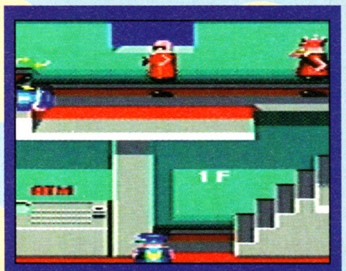

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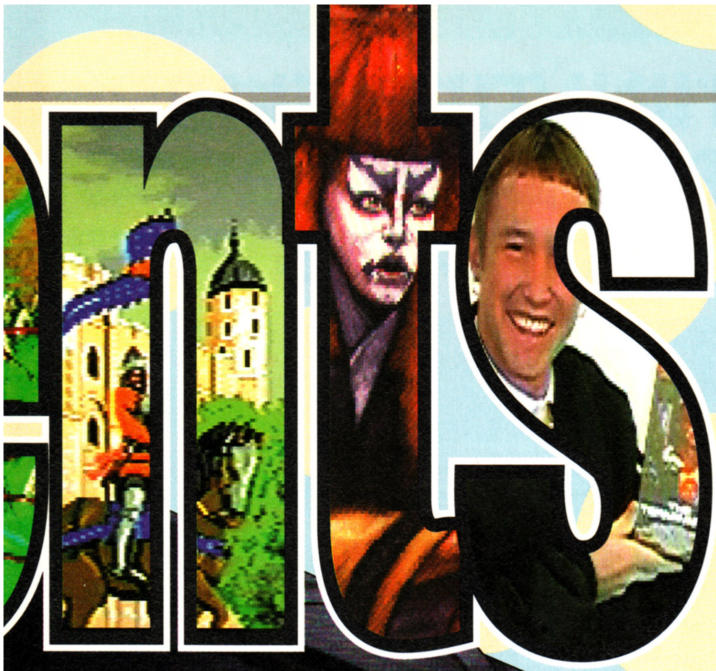
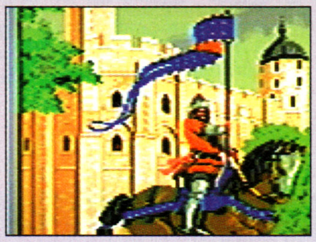
Hold onto your wallets MD owners.

BATTLEMASTER 46
Into battle on a grand scale.





ON YER BIKE
Win a great mountain bike on page 64

MEGA DRIVE
16-BIT
SEGA
Master System II
GAME GEAR

THE BEST MACHINES ON EARTH

We expose the info on every Sega machine

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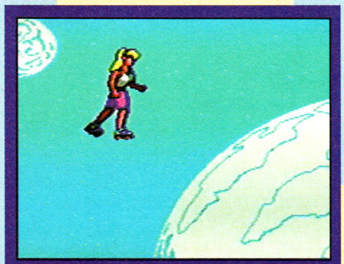

ART ALIVE 62
Get drawing on your Mega Drive.

TASK FORCE HARRIER EX ..66
High flyer fails to hit home.

BONE CRUNCHIN' TILE FLIPPIN' GHOST GOBBLIN', SPACE PRINCESS SAVIN'

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MEGA DRIVE
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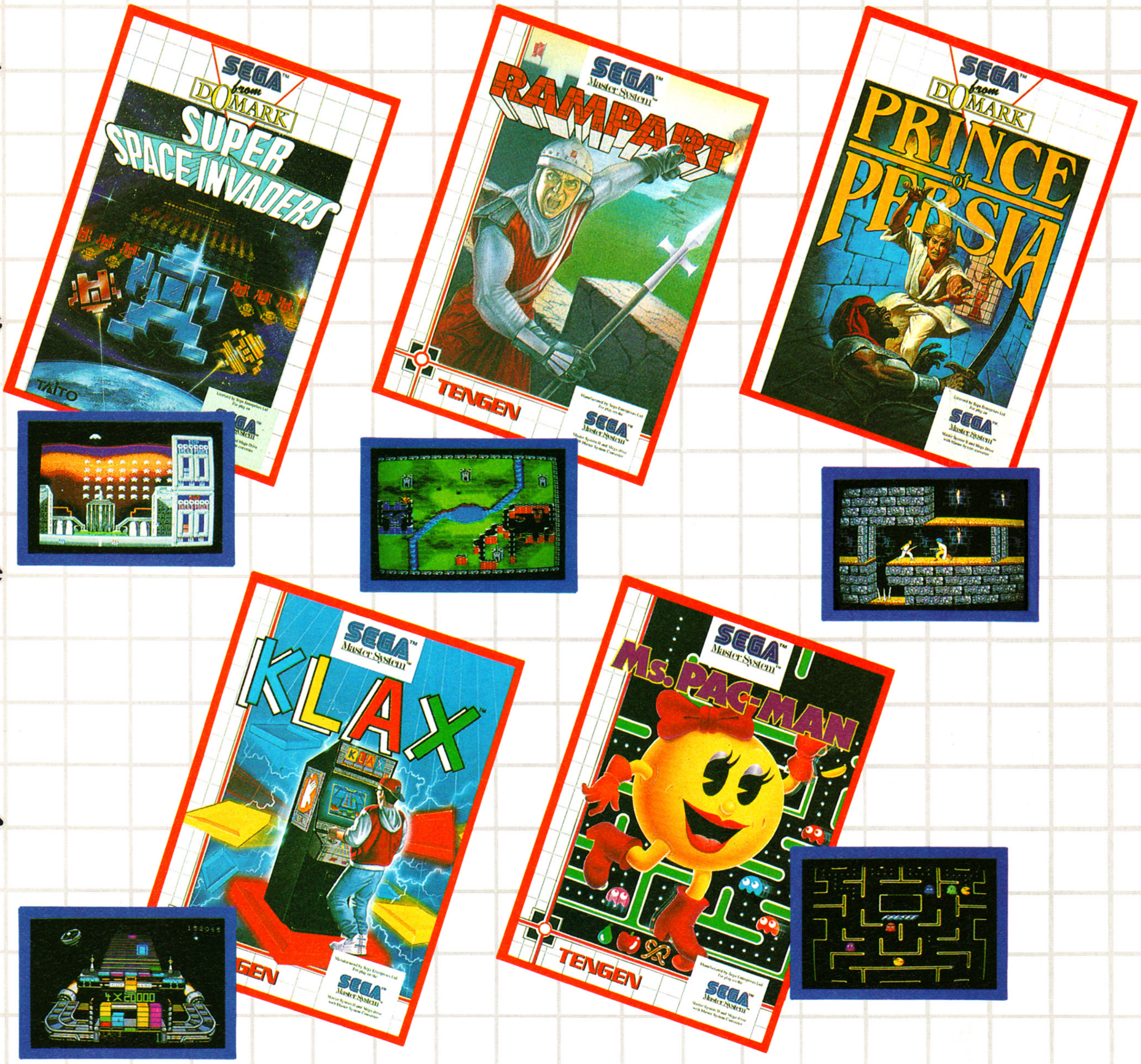
Master System


SEGA from DOMARK
SUPER SPACE INVADERS
TAITO
SEGA Master System
RAMPART
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PRINCE of PERSIA
SEGA Master System
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WATCH OUT!

Hey, anyone around here got the time? Well, if you haven't, some blighter must have nicked this issue's star covermount. Many thanks to those wonderful people at Electronic Arts for co-sponsoring this first-ever giveaway of a gift of this magnitude on a magazine. Many sorries all round for upping the cover price, but we did say at the beginning of the year that we would only do this if the gift deserved it. We think the SegaPro sports watch is well worth the extra quid, and don't forget you are also holding a 100-page issue of SegaPro which is the biggest Sega magazine on the shelves.

SEGA Pro
DESERT STRIKE
STUNNING ELECTRONIC ARTS SPORTS WATCH WITH THIS ISSUE!
SPIDER-MAN
MEGA DRIVE
MASTER SYSTEM
GAME GEAR

This issue, Game Gear owners should check out our exclusive review of *Spider-Man*. Master System fans have got a great conversion of *Bonanza Bros* to excite. Meanwhile, Mega Drive players have *Carmen Sandiego*, *Art Alive* and *Desert Strike*. Lastly, the ever-growing CD fraternity can glimpse *FHB*.

Next issue the price drops back down to normal, but the quality remains. SegaPro, as the name befits, is dedicated to the most up-to-date, comprehensive Sega coverage around – with no compromises. We want it, and you deserve it.

Dom Handy

THE SEGAPRO CREW

Damian Butt

All-time faves: *EA Hockey (MD), Super Kick Off (GG), Road Rash (MD)*
This month we look at the Pros' early days and the machines they started their gamesplaying on. Damian's first computer was an Acorn Electron – sad man. ("My dad bought it because he thought it was 'State of the Art'.") After a couple of years' hard labour, he saved up 50 quid to get a second-hand Speccy. He then got a Commodore 64 which he describes as a "big, brown blob".

Les Ellis

All-time faves: *EA Hockey (MD), Pit-Fighter (MD), GG Aleste (GG)*
An embarrassing admission from Les reveals that his first computer was a VIC-20, which he claims was "very cool because it had a 16K RAM pack". Keeping with Commodore, Les progressed to what he thinks was "the ultimate games machine", the C64. "*Revenge of the Mutants Camels* was my favourite game because it was so nuts. Although Spectrum *Trans-Am* was a fine game."

Dominic Handy

All-time faves: *Hard Drivin' (MD), Speedball II (MD), EA Hockey (MD)*
Not quite understanding the difference between upgrade and downgrade, Dom first bought a 48K Spectrum ("I saved up six months of dinner money for that!") and a year later got a ZX81 ("I just wanted to see what one was like."). But his fun was shortlived, for a few months later he got a Commodore 64, which, he bemoans, "just didn't have the playability of the Spectrum".

Richard Monteiro

All-time faves: *Devil Crash (MD), EA Hockey (MD), Golden Axe (MD)*
Oh dear. Poor old Rich could only get an Amstrad CPC. ("I couldn't afford anything else.") Rich didn't play games much but "was well into hacking". His first program was a dodgy affair called *Speedtrans* which allowed users to "back-up" their games. Other Monteiro classics included *Unveil* (another "back-up" program) and the infamous *Micro Music Creator*, now sadly deleted.

Dave Perry

All-time faves: *EA Hockey (MD), Speedball II (MD), Joe Montana Football (GG)*
A relative new-boy to the computer revolution, Dave's first (and present) joy was an Amiga. ("I only bought it for DTP – a big mistake.") He got the *Batman* Pack and the rest, as they say, is history. So why didn't he get into games at a younger age? "I was always the one who used to beat up the computer people at school." Dave now limits his aggression to *EA Hockey*.

James Scullion

All-time faves: *Spider-Man (GG), Columns (GG), Halley Wars (GG)*
New Pro on the block, James, has a very shady history. He started fairly simply with a ZX81, but then "progressed" to a 13K Genie 1, which he thought was great. "It was much better than my ZX81; it had a real keyboard and looked a lot better. I did a milk round for four years to pay for that." His favourite game was a 3-D maze adventure called *Asylum* which he describes as "mad".

Andrew Smales

All-time faves: *EA Hockey (MD)*
The poor lad actually fell for that excellent advancement in home entertainment called the Acorn Electron. "My favourite game was *Frogger*. I liked simple games. Even *Pac-Man* was too complicated for me." From there he thinks he had a VIC-20, but due to the embarrassment, his memory has blanked out that part of his life. And then he went to an Amstrad, and things just got worse.

CRANE ON THE GAME

Whether you love it or loathe it, Gamesmaster, Channel 4's ground-breaking video games programme, is an undoubted success. In fact, with a current viewing audience of 3.2 million, it has a bigger audience than Jonathan Ross had when he occupied the 6:30pm slot. And quite deservedly so for Gamesmaster ventured where others feared to tread, and not only survived it went down so well that C4 have commissioned a 26-week series to run through Christmas 1992.

As with all successes, Gamesmaster is soon to be cloned, or at least developed on. Yorkshire TV are currently sketching out plans for a new video games show – biased towards consoles – which they hope to air over the Christmas period. But you won't have to live in Yorkshire to see it, because ITV have already committed to show it nationally. Unlike Gamesmaster, the show will be broadcast live and run for just 25 minutes.

But the big news is that Dominik "fake Rolex" Diamond now has a competitor for the software smoothy role, and his name is... Andy Crane. What? Andy Crane? Oh dear.

You can catch the unnamed programme this Autumn when it shows at 5:15pm, just before Home and Away. The series producer, Patrick Tilley, promises that the show will not be th same as Gamesmaster, and concentrate more on the console arena. (And with Andy Crane presenting it, how could it fail to be a success?)

Which is bigger, Gamesmaster's viewing figures or Dominik Diamond's ego? At 3.2 million, the viewing figures are pale by comparison.

MAKE A STAND

A strange new accessory arrived on our doorstep this month. How about this, a stand. It may not sound like much, but the Mega-Stand is actually quite a neat idea for tidying up the bundle of cables that are always all over the place whenever you use your Mega Drive or Master System.

The stand is made from black steel with storage space for 11 cart boxes. There's also a special shelf underneath the console bit big enough for an Arcade Powerstick and a couple of joypads.

It has built in cable tidies and is finished in solid black ash wood. The price for this Habitat home for your Sega is £59.95 (+£6 p&p). You can ring the makers, KMA Engineering, on (0684) 296610. Or write to them at Unit 12, Cotteswold Dairy, Industrial Estate, Tewkesbury, Gloucestershire GL20 8JE.

Put an end to all those messy cable worries with the Mega-Stand.

SONIC IN YOUR POCKET

Adams Leisure, makers of those little LCD hand-held games, have managed to get the *Sonic* licence for its new range of games. This will be the first non-Sega machine that Sonic appears on, and guarantees major league sales for Adams Leisure. Check out your local Toys R Us later this year when it appears for just £19.

A REMOTE GENIUS

A remote genius learned the secret. Sounds like a code for *Rolling Thunder 2*, doesn't it? But no, for Datel have just got the distribution rights to a brilliant remote control joypad from Micro Genius. Sadly, the infra-red joypad is only designed for use on the Mega Drive, but what a great pad it is.

Micro Genius
COMPUTER GAME
THE
REMOTE CONTROLLER
DOUBLE PLAYER WIRELESS SYSTEM
FOR
16 BIT
TIJ-308
NOW 2 PLAYERS CAN PLAY TOGETHER, WIRELESS!
2 CONTROLLERS FOR PLAY TOGETHER (ONE OPTIONAL)
• TWIN TURBO RAPID-FIRE
• SLOW MOTION FEATURE.
• ACCURATE UP TO 6-METER AWAY.

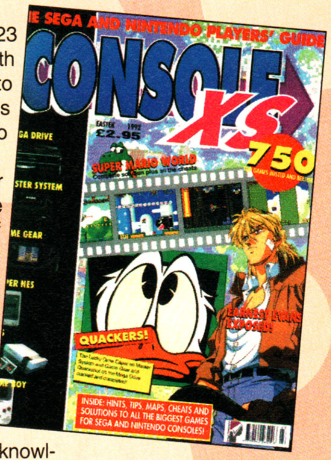
Available exclusively through Datel, Micro Genius's Remote Controller is possibly the best infra-red joypad ever.

Most infra-red controllers are just gimmicks that don't really work properly. This is the exception to that rule. Innovatively called the Remote Controller (TIJ-308), it also has some other features. It has a twin turbo rapid fire option as well as a slow motion feature. The pad can be set up so that both players can use the one pad or you can get an extra pad for those sports games like *EA Hockey*. The unit has a range of up to six metres and in extensive tests proved to be one of the best controllers we have used. At £29.99 for the receiver with one pad, this represents good value for money, and you can always add an extra joypad for just £14.99. The batteries (it takes two penlight) on our unit still haven't run out, and we've been using it every day for a month.

It is available from Datel Electronics, Govan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 2RS. Tel:(0782)744707.

XS MARKS THE SPOT

The secret is out. On pages 78 and 79 of this issue, you can finally find out about the latest creation from The Pros. To cut a long story short, the Pros are currently involved in putting the finishing touches to a brand-new ground-breaking magazine for Sega and, ahem, Nintendo owners. It's to be called CONSOLE XS.


THE SEGA AND NINTENDO PLAYERS' GUIDE
CONSOLE XS
EASTER 1992
£2.95
750
SUPER MARIO WORLD
QUACKERS!
INSIDE: HINTS, TIPS, MAPS, CHEATS AND SOLUTIONS TO ALL THE BIGGEST GAMES FOR SEGA AND NINTENDO CONSOLES!

The magazine will hit the shelves on April 23 and contain a massive 160+ pages packed with nothing but cheats, tips, solutions and maps to all the top Sega and Nintendo games. But this won't be a one-off, CONSOLE XS will be there to help you every single month.

CONSOLE XS will be nothing like you've ever seen before. When we launched SEGAPRO, we set new standards in magazine coverage of the Sega market, and with CONSOLE XS we hope to do the same in the console tips world.

At the head of the crack hacking crew is SEGAPRO's very own Damian Butt. He has already completed every Sega game known to man, and will continue to bring you his gamesplaying insight every month in CONSOLE XS. But don't worry, SEGAPRO readers will still be able to tap Damian's extensive knowledge as he'll also be putting in guest appearances in SEGAPRO every month.

With all this activity, we've had to take a new reviewer onboard, and so we would all like to give a warm SEGAPRO welcome to the inimitable James Scullion. After extensive interviews, James came through as the ideal Pro, having owned a computer of some sort since 1980! He's seen 'em all, from *Manic Miner* to *RoboCod*, and promises to keep up the high standard of reviewing you SegaPros expect. (And being the suckers that we are, we believe him.)

Would you trust this man to advise you on buying games? We hope so, because he's our new reviewer.

MICROPROSE FLY IN

Regular watchers of Gamesmaster on Channel Four can't have failed to notice the MicroProse adverts showing some pretty amazing games.

Well, it has been announced that MicroProse's American division have secured a Sega publishers' licence. Hopefully, during the next few weeks this will be expanded to cover Europe, too. MicroProse are known as the Masters of the Sim following their amazing flight sims, tank sims, sub sims... you name it, they've simmed it. No titles or names have been mentioned yet, but it is highly likely that the first game they release will be a flight sim.

DELAYS:

- *Super Off Road Racer* and *Test Drive II* from Ballistic have been put back (again). *Test Drive II* is now rescheduled for release on May 6 with *Off Road Racer* now set for a release "sometime after". *Double Dragon,* which featured in this column last issue, is still on course for its April 29 release.
- Domark's long-awaited *Prince of Persia* on the Master System has been delayed again. The reasons are unclear but it looks as though Domark themselves are not to blame for this late arrival as the game has been finished for months. A new date hasn't been set yet and it looks as though some of Domark's other products may also be delayed.
The star of every delayed column so far, that old classic (well it will be old by the time it is released) *Pit-Fighter*, has been delayed again. This time the new date is April but don't count your chickens as it could be delayed again.
- The Game Gear version of *Super Kick Off* is going to be a little late. At the time of going to press, we had still not seen packaged versions, despite the finished game being reviewed three issues ago. US Gold's latest forecast is for a May-June release.

- *Pit-Fighter* was the most eagerly-awaited release of 1991, and looks like being the most eagerly-awaited release of 1992 (along with Super Kick Off on the Game Gear). The game is now hoping to see the shelves during April, but that release date could still change.

WHO ARE.....?

KC's Computer and Console Magic

3 High Street, Loughborough, Leicestershire, LE11 1PY.
Tel: (0509) 211799

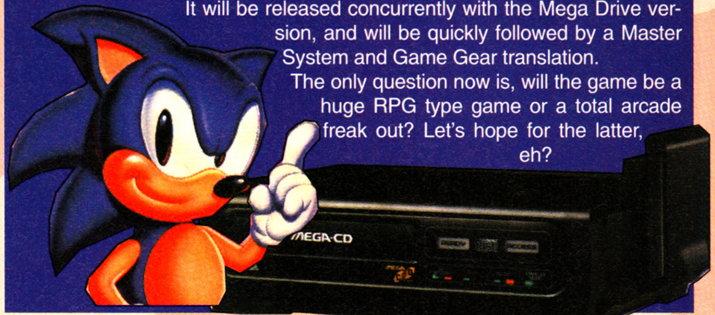
Shop opened: November 1990
Mail order: March 91
Stock: Mega Drive, Master System, Game Gear, SNES, Game Boy, Atari Lynx, Atari 2600 and most home computers.
Main Guys: Pete, Claire, Oli, Pugsy(!), Mel and Paul.
FYI: Range of joysticks and pads and all the Game Gear accessories. KC's also run a part exchange scheme for console games. Give them a ring for more details.
Comments: Pete – "I'm really fed up with these small companies setting up, taking people's money and then going under, taking the money with them. The best policy is to ask if you can come down to their premises and see the game. Regardless of how small they are, or whether they run the business from a garden shed, they should be willing to let you come down. If they aren't they may have something to hide. Other than that, this is the best business to be in."

SONIC 2 GETS SEEDY

We've been saying for the past few months that *Sonic 2* would probably be coming on Mega-CD, and now it is confirmed. *Sonic the Hedgehog 2* will definitely be coming out in the summer of this year.

It will be released concurrently with the Mega Drive version, and will be quickly followed by a Master System and Game Gear translation.

The only question now is, will the game be a huge RPG type game or a total arcade freak out? Let's hope for the latter, eh?



GAME FOR A LIFE

The West Midlands Ambulance Service are turning to computer games fans in their Game for a Life appeal. The aim of the appeal is to raise enough money to send Ben Johnson, who has an incurable form of a rare bone cancer, and his family to Disneyland in Florida.

The appeal centre around a 52-hour gamesplaying marathon to be held at the Hobmoor Road Ambulance Station in Birmingham over April 24-26. Sega games will, of course, feature heavily, so if you're in the area, why not pop along to help them out by either taking part or sponsoring one of the competitors.

IT'S A FAIR COP

Yet more dates now for the All Formats Computer Fairs over the next few weeks. Don't forget, the All Formats Fairs are exactly what they say, all formats. If you want to check exactly what console coverage there's going to be, ring the show PR department on (0225) 868100.

On March 21 the East Midlands Fair will be held at Donnington Park just off Junction 24 of the M1.

On March 22 the North Fair will be held at the University Sports Centre, Calverley Street in Leeds.

On April 12 the North East Fair will be held at the Northumbria Centre in Washington, just off the A194.

The Fairs are open from 10am to 4pm. Admission is £4 but SegaPro readers can get in a little cheaper by using the voucher below.

BRUCIE BONUS

£1 OFF

This voucher entitles the holder to £1 off the entry fee to any of the All-Formats Computer Fairs held between March 21 and April 12. For details dial 0225 868100 and shout for John.

SEGA pro

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PROCHARTS

This month's charts were compiled with the help of KC's Computer and Console Magic and TV Games. Gracious thanks.

MASTER SYSTEM

1	1	The Lucky Dime Caper	94%
2	6	Psycho Fox	NR%
3	1	Sonic the Hedgehog	96%
4	4	Super Kick Off	90%
5	NE	Hang On	NR%
6	NE	Alex Kidd Hi Tech World	NR%
7	5	The Flintstones	73%
8	NE	G-LOC	83%
9	NE	Secret Command	NR%
10	7	Out Run Europa	91%

MEGA DRIVE

1	5	John Madden 92	93%
2	6	Quackshot	95%
3	1	RoboCod	95%
4	7	EA Hockey	NR%
5	NE	Strider	NR%
6	NE	Pit-Fighter	95%
7	RE	PGA Tour Golf	NR%
8	9	Golden Axe II	76%
9	RE	Streets of Rage	NR%
10	8	Tecmo World Cup	69%

GAME GEAR

1	1	Sonic the Hedgehog	96%
2	2	The Lucky Dime Caper	90%
3	NE	Leaderboard	81%
4	3	Ninja Gaiden	71%
5	NE	Axe Battler	NR%
6	NE	G-LOC	NR%
7	4	Joe Montana Football	85%
8	NE	Super Golf	84%
9	NE	Eternal Legend	NR%
10	RE	Galaga 91	57%

The Special Reserve 8-page colour catalogue is free, phone 0279 600204

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.
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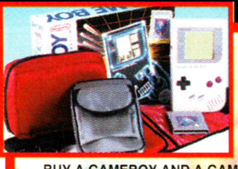

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FINAL SALES FIGURES THROUGH

At last Sega have released official sales totals for 1991. All machines have performed very well, with the Mega Drive showing the best progress.

The Master System sold 340,000 units in the UK, second only to France where it sold 600,000. In total there were 1,745,000 Master Systems sold in Europe over the year. The Mega Drive sold 255,000 UK units, the highest of any European country – total Euro sales were 815,000 units. The Game Gear, which is still in its infancy, sold 130,000 units in the UK with total sales in Europe set at 520,000 units. The targets for 1992 are even higher and it will be interesting to see whether Sega can top their own high standards.

Over 250,000 sold in a single year and still rising.

RENTAL DEAL CLOSE

Sega have been making a lot of noise lately about the rental of their carts. Video shops have been trying to hire out the machines and software for a while but Sega kept trying to clamp down. Of course, some shops slipped through the net and have been making a killing behind Sega's back.

Now everybody is getting together and talking about the problem and a solution is close. Sega have agreed to allow rental but there will be some rules to police it. Firstly, anyone who wants to rent Sega carts will have to pay approximately £400 for a licence, and the games that will be rented will cost an extra £5 to purchase. Incidentally, all the third party publishers have their own individual policies on whether their software is rented or not.

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The door to Sega cart rental will soon be open to big video chains like Ritz and Blockbuster – but they'll have to pay for the privilege.

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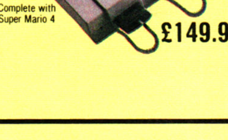
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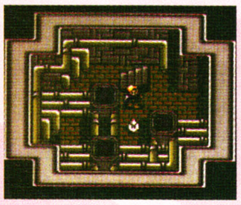
SHINING FORCE

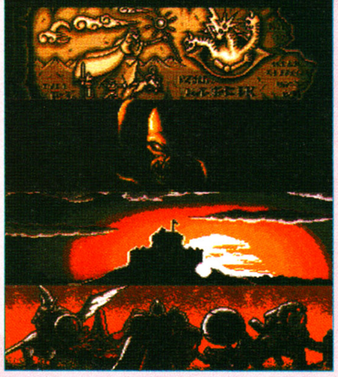
Mega Drive owners first tasted the delights of 12Mbit cartridges with Accolade's memory-busting space adventure *Star Control*. But to the average MD player, there was nothing in that which you could really say made it stand out from other MD games.

When *Shining and the Darkness* was released in Japan last year, it set new standards in both graphics and playability for a RPG. Above all, average gameplayers were buying it, not just retired accountants with nothing to do in their evenings.

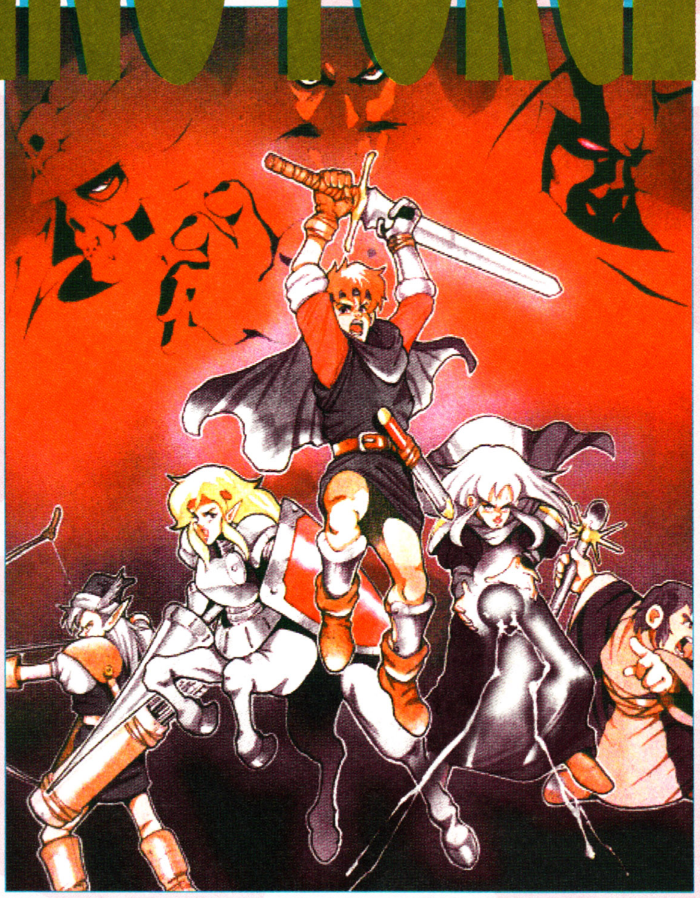
Now a 12Mbit sequel to *Shining and the Darkness* is on the way. Previously, Sega had not approved 12Mbit carts, but with the arrival of Sega's very own *Shining Force*, they seem to be expanding into new realms. And about time too.

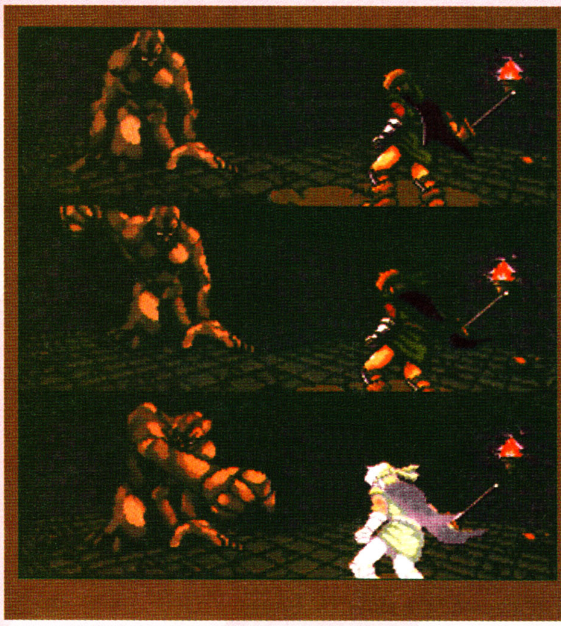


When you're not fighting or roaming around countryside, you are investigating the contents of the many buildings that lie around the vast landscape.

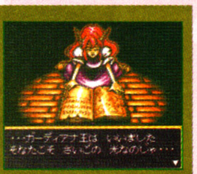


To utilise the full 12Mbit cart and compete with Mega-CD games, *Shining Force* comes complete with a multi-screen intro. As the Far Eastern moon rises on the horizon, you are shown a map of your quest. Then an evil oppressor fades into view threatening you with certain death if you dare to venture into his territory. In front of you lies the castle where your adventure will finally end up, holding many more monsters and problems than *Shining and the Darkness*. In short, *Shining Force* promises to be the best RPG to ever appear on the Mega Drive – and that includes the CD-ROM games!



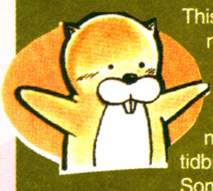


Without doubt the most impressive thing about *Shining Force* is the numerous fight scenes and variations on combat. Here you are strolling through the dungeons, without a care in the world, when suddenly you encounter what can only be described as a gigantic gorilla made from rock. In the first shot, you both stand there staring each other out. Then the gorilla sees you flinch – or is it just a breeze fluttering your coat? – and he pulls his right arm back (pic two) and prepares to swing forward and smash you in the face with his collosal fist (pic three). As you are hit, you flash. But now it's your turn to return the favour. Because you are basically a warrior, you have no magical abilities and it is best to hit him with your fighting abilities and thus slash him with your sword. This sort of encounter will happen all the time in *Shining Force*.

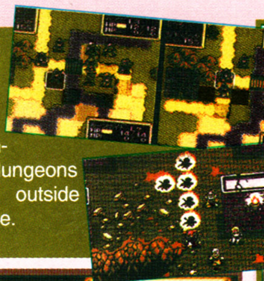


・・・ガーディアナ王は いいました
そなたこそ さいごの 光なのじゃ・・・

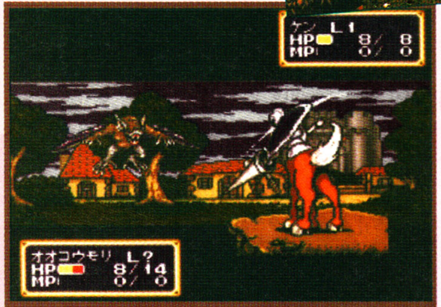
As with *Shining and the Darkness*, *Shining Force* has a lengthy Japanese story behind it. At the beginning of the game, the background blurb is read to you by a small girl (with very strange pointy ears).



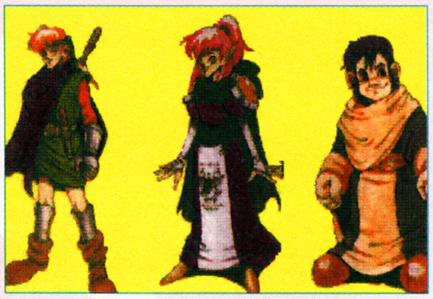
This little character is the real star of *Shining Force*. His name is Yoghurt and he conveniently pops up every now and then with useful tidbits of information. Sometimes he may tell you what will help you further your quest and other times he will just blurt out useless bits of information (especially if you've got the Japanese version!). And to make him just like any other Japanese character, his ears pop up when you tell him something interesting – strange, but true.



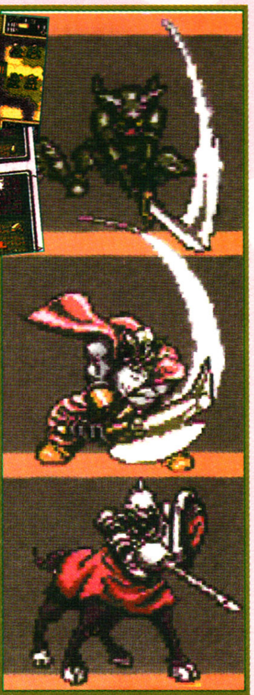
Shining Force is split into three specific sections: the excellent fighting sequence, the venturing through the dungeons and, finally, the outside scenes pictured here.



Another of the great fight sequences. Here you are in mid-battle with an orc. Bottom left there's a box showing the orc's current HP status. Like you, top right, his MPs (mind points) are zero which means he cannot cast any spells.



There are a wide variety of lovable characters in *Shining Force*. You start off on your own, but there are nine other people who you can convince to join you party. Each of them has their own abilities and skills, so when you go into battle ensure the right person is at the front of the queue.



You may get ten mighty warriors to choose from, but there are more than the monsters to match this. Like the main characters, each one of these has their own specific abilities, hit points, etc. Each one also requires a different type of attack. Some are more susceptible to spells, while others will go down quicker with a rapid swipe of the sword. Learn who should get what quickly and you will go far.

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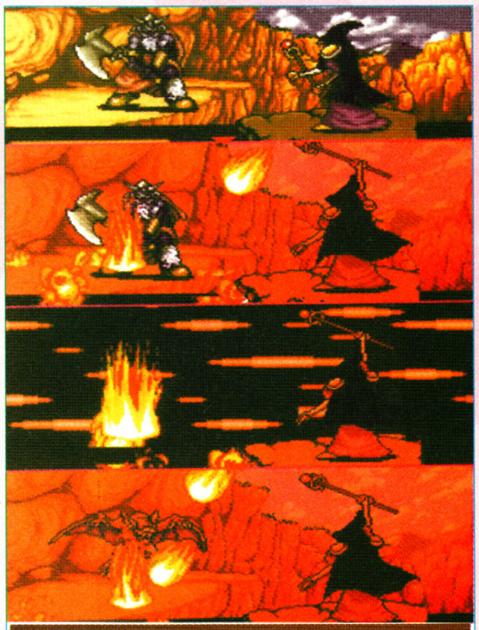
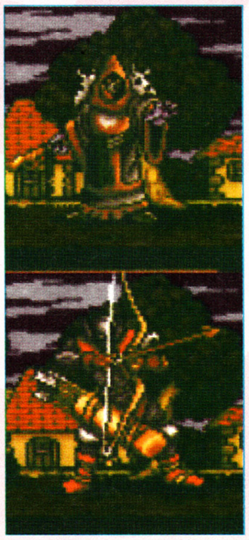
The fighting isn't limited to just the underground caves. As these pictures show, you also encounter a large array of people and animals outside.



As in *Darkness, Shining Force* allows you to cast spells, but you'll need to be the right character to do so. You can find out your character's spell-casting potential by looking at their Mind Points. The best character for mixing up potions is the wizard. With his mighty staff he can rain fireballs down on any unsavoury animals he encounters on his travels.



COMING TO A CLIMAX

The release of *Shining Force* on March 20 in Japan is the culmination of over eight months solid work by the programming team Climax. This strangely named bunch of characters are the same people that brought us *Shining and the Darkness* in the middle of last year. Present world-wide sales on *Darkness* put it over the 400,00 barrier, and Climax hope *Shining Force* will top the half million figure.

The chief programmer on the project is Yasuhiro Taguchi, a sort of mini-Sumo wrestler from Japan. When talking about the *Shining Force* project, he said he was very excited to be involved. He says that due to the larger 12Mbit cart size, he now has a chance to develop a better story than the one in *Shining and the Darkens*s. The new animated combat sequences and the combination of both simulation and RPG were his ideas, and although he admits it is essentially an RPG, there are also all the best elements of fighting simulation games in there.

Taguchi's optimistic project has been memory intensive. He says that the game could easily stretch to 30 or 40 megs, but there's only a 12Mbit cart to squeeze it into.

The PRO TOUCH

MEGA DRIVE

Datel are back, and this time they're not doing any codes. No, this time they're letting you do the codes. This reason behind this is that Datel just can't keep up with the flood of games coming out on the Mega Drive each month. So instead of you waiting for them to hack your favourite game, you can do it yourself. It sounds too god to be true, but it is true.

With the Action Replay currently helping defenceless gamesplayers throughout the land, Datel have gone one better. Enter the Action Replay Pro, named, of course, after you favourite Sega mag.

MEGA DRIVE
PRO
VERSION
ACTION REPLAY
BECOME INVINCIBLE!!!
DATEL Electronics

First off, let's get a few things straight. The amount of people that have rung us up saying "I can't enter those codes into Sonic" is unbelievable. We'll say it again, to enter the ProTips codes you must own an Action Replay. With that out of the way, let's take a look at Datel's attempt to confuse young tipsters everywhere even more.

Datel just couldn't stop playing with it and now they have the ultimate gamesbuster (again). The Action Replay Pro cart looks much the same as the original Action Replay, with the exception that the switch on the left now has three positions.

The thought of hacking into your Sega carts may be an intimidating one, but it really is a lot easier than you would imagine. Literally, in a couple of minutes you can have any game that proves to be a little tough screaming for mercy.

Below we show how we got infinite hit-points on one of the tougher Mega Drive games, *Shadow of the Beast*. But, infinite lives etc is not all you can do. If the game has a clock or timer, you can freeze that to gain huge time bonuses – no more trying to beat the clock in *Out Run*. Similarly, if the game features an energy bar you can get it so that it will never decrease, regardless of how many hits you take.

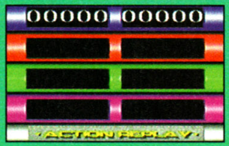
The Replay Pro works in much the same way as the original cart. Plug the game cart into the Pro and the Pro into your Mega Drive. Turn the machine on and play the game, then search for the codes. Any codes that utilised the original Action Replay will work on Pro but unfortunately pokes found using Pro won't work on Action Replay I.

Every month in SEGAPRO we will continue to bring you the latest codes for the original Action Replay as Datel are continuing to support it. Also, we will bring you our own codes for the Action Replay Pro – and why not send in your own when you find them.

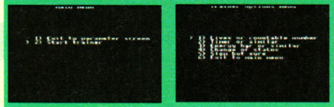
The original Action Replay is dropping down in price to £39.99, and makes room for the imminent Action Replay Pro at £49.99. Once again, this unit is vital to any self-respecting Pro's armoury.

BEATING THE BEAST

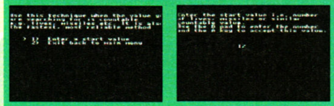
1. Plug the *Beast* cart into the Pro and the Pro into the Mega Drive. Ensure the Pro's switch is in the down position and turn on the machine.



2. Press START to get past the parameters screen. (Don't worry, you'll come back to it later.) Start the game as normal.

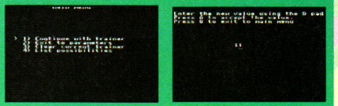


3. PAUSE the game, press RESET and you'll notice two options. Go to start trainer. Choose the option you want. In this case we want to stop the hit-point counter, so go for lives or countable number.

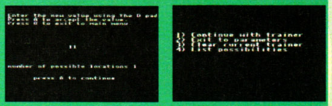


4. Enter your start value, which in this case is 12 because that's how many hit-points (lives) you have. Press A and the screen will tell you that it has found 209 locations with that number in them. Sometimes it will come up with a number like 65,000 but don't worry it'll soon come down.

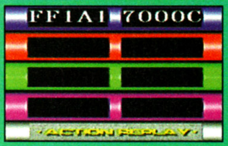
5. Exit back to the parameters screen via the menu and press START to get back to the game. Press START again to play it. Now play again but lose one hit point.



6. PAUSE the game and RESET the machine again. Go to the continue trainer option and enter the new value, which in this case is 11 because we lost one hit point.



7. Wow, what a piece of luck, there is only one location with 11 as the new value so that must be the location that the lives are stored in. Some games may take longer but just keep repeating this process till you get down to one or two values. Now go to list possibilities and write down the code.



8. When you have found the code you want, go to the "enter parameters" screen and enter the code you got from the cart, which in this case is FF1A17000C.

9. When you are satisfied that the code has been entered correctly press START to get back to the game. Now flick the switch to its uppermost position et voila!

Datel are also developing a Super NES version of the Action Replay.

WIN YOUR OWN PRO!

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PRO
VERSION
ACTION REPLAY
BECOME INVINCIBLE!!!
DATEL
Electronics

WIN REPLAY CARTS FOR THE PRO!

Not happy with cornering the market with the original Action Replay cartridge – you know, the one that helped you beat games by entering codes that we print every month in ProTips – Datel have come up with a new cart called the Action Replay Pro, named with Pro players in mind. For a complete rundown of its Sega-bashing features, turn to our exclusive feature on page 16.

Those hard-working folks at Datel have saved up their coppers, and are now ready to giveaway not only a handful of their latest pieces of gadgetry, but also a slick new controller which they are now distributing in the UK.

If you're lucky enough to be the first correct entry out of the box, you will win a brand-spanking-new Sega Mega Drive, a Micro Genius infra-red joypad and control unit (see page 32 for more info on those), a game of Datel's choice and an Action Replay Pro cart to bust those games.

But even if you don't win this bundle, you could be one of the next four out of the box who will each win an Action Replay Pro cart to hack into those games yourself.

And if you still don't win, you could always pop down to your local shop and buy the Action Replay Pro cart for a bargain £49.99, or even just the normal Action Replay cart for £39.95.

GET IN ON THE ACTION

If you want to have a crack at winning these great prizes (and who wouldn't?) then all you have to do is answer these three mind-numbingly difficult questions. With that simple task out of the way, just fill in the form and send it to the address below, or, if you don't want to tear up your mag either photocopy it or write down all the information on a postcard or the back of a sealed down envelope. The address for all entries is: Datel Competition, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. The final date for all entries is April 23. Any received after that date will be burned with Les's issues of Kerrang!

1. Which footballer, when shown an action replay of his goal, called it "the hand of god"?
a) Pele
b) Maradona
c) Lineker

2. Which town are Datel based in?
a) Edinburgh
b) Doncaster
c) Stoke-on-Trent

3. Which SegaPro office CD is the most hated of all?
a) Les's Tesla CD
b) Dom's Texas CD
c) Any of Damian's CDs

DATEL COMPETITION

ANSWERS

1.	A B C	2.	A B C	3.	A B C

Name..

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....

Postcode.............................. Age ....

SEGA PRO GUIDE TO

MEGA DRIVE

Present installed user base: 350,000+
Projected 1992 sales: 650,000
Original release: Japan –1988, USA – £1989, UK – October 1990
UK bundles:
£129.99 – Mega Drive and *Altered Beast*.
£149.99 – Mega Drive, *Altered Beast* and *Sonic the Hedgehog*.
£149.99 – Mega Drive, *Altered Beast*, *Moonwalker* game and video.
Target price: £120

GENERAL

Japanese Mega Drive

Mega Drives exported from Japan come as a Scart unit (that is, they will only work with Scart TVs or monitors) but are normally adapted by importers to run on PAL TVs (those sold in the UK). Because of the different TV systems, Jap MDs run at a faster speed than UK machines, 60Hz as opposed to 50Hz.

All Mega Drive games will run on Japanese machines and if you use the Powerbase converter, which allows you to play Master System games on the Mega Drive, MS games will run faster too.

The Mega Drive is still booming in Japan. The software support is huge over there and ensures the machine's longevity. To have a good, up-to-date selection of software you would do well to keep an eye on the "import" scene. Importers buy games direct from Japan and America, and hence they often have Japanese versions of a game far quicker than official UK outlets.

A word of warning, though, Japanese games running on a Japanese machine will display Japanese text if they have a choice. For instance, a game like *Streets of Rage* is programmed with two languages (Jap and English), and will display a title screen which says *Bare Knuckle* (the Japanese name for the game) on a Jap machine. However, it is possible to get some importers to adapt your machine to choose English or Jap text (if programmed into the game) by adding an extra switch.

American Genesis

Don't be alarmed when you see the word Genesis next to any Sega games. Genesis is the name of the Mega Drive in America. Many companies are developing software in the States and the machine is growing at a tremendous rate – in fact way ahead of the Super NES.

Again there are no problems running any carts on US machines and no problems running US carts on any UK or Jap machines. The Genesis is generally not sold in the UK, but if you happen to buy one while on holiday, to get it to run in the UK you will have to obtain a UK power supply and have the machine adapted to the 50Hz PAL signal. Any importer will by able to carry out this small conversion for a mediocre charge.

SEGA
GENESIS

UK Mega Drive

The official UK machine is the slowest of the bunch, running at a measly 50Hz. Due to its popularity, you may find it very difficult to get hold of at the moment.

All UK and US games will run without any problem on a UK Mega Drive, however the rules for Jap games are somewhat different. Japanese games will run on a UK machine providing you either use a Jap to UK converter (available from all importers for less than a tenner) or take a file to the undersized cart slot – but this invalidates your warranty so is worth avoiding!

Games programmed with bilingual text (around 10% of them) will be displayed in English on the UK machine. However, even with a Jap converter, the machine will NOT change the text of a Jap game unless the English text is programmed into the game.

Software houses in the UK may have been the last to get developing for the Mega Drive, but they are quickly catching up with their American and Japanese counterparts. The future for the Mega Drive is bright and getting even brighter.

MASTER SYSTEM

Present installed user base: approx 600,000
Projected 1992 sales: 400,000
Original release: Japan – 1983, USA – 1985, UK – 1987
UK bundles:
£59.99 – Master System I, one joypad and *Alex Kidd in Miracle World*
£79.99 – Master System I, two joypads and *Alex Kidd in Miracle World*
£79.99 – Master System II, one joypad, *Alex Kidd in Miracle World* and *Sonic the Hedgehog*
£89.99 – Master System II, one joypad, *Alex Kidd in Miracle World,* Light Phaser and *Operation Wolf*
£99.99 – Master System I, two joypads, *Hang On*, Light Phaser and *Safari Hunt*
£129.99 – Master System I, two joypads, *Hang On*, Light Phaser and *Safari Hunt*, 3-D glasses and game.
Target price: £60 (base system)

GENERAL

Master System

This was the original system that almost single-handedly restarted the console boom. Sadly, it is starting to show its age in Japan, where the machine is dead and buried, and America where it is barely smouldering.

SEGA
Master System II

However, in the UK and the rest of Europe the Master System is very popular (especially in France where it is THE video console). Software isn't available on import as software usually comes out first in Europe. Some mail order companies stock official MS titles, yet don't list them in their ads, so it's always worth giving them a ring.

In the UK more and more software houses are producing games for the 8-bit console and just lately there has been a surge of truly excellent titles like *Sonic the Hedgehog* and *Lucky Dime Caper*.

Master System II

It may look like a fab new console, but the MS II actually contains almost the same innards as the MS. The MS II is a modern version of the MS, looking a lot sleeker and more desirable than the MS. The main differences, apart from the looks, are that the reset switch has disappeared and the video output socket has been removed (so you can't output the picture through a monitor or Scart socket).

You only get one controller in the MSII pack, so if you want to play the many simultaneous two-player games (like *Kick Off, Bubble Bobble, Bonanza Bros*, etc), you'll have to splash out on an extra joypad (around £15).

Although the software support for the MS is still very strong, Sega's own hardware support is coming to a standstill. In fact, the 3-D glasses are soon to be deleted from the hardware range.

SEGA

Confused or bemused, muddled or befuddled, out of luck or just stuck, then don't fret because here is the SegaPro Guide to Segas. From the old Master System right through to the yet-to-be-released Giga Drive. From import to input, we'll give you the what's what and why it is with every Sega machine.

GAME GEAR

Present installed user base: 130,000
Projected 1992 sales: 275,000
Original release: Japan – December 1990, USA – March 1991, UK – November 1991
UK bundles:
£99.99 – Game Gear
£109.99 – Game Gear and *Columns*
£119.99 – Game Gear and *Sonic the Hedgehog*
Target price: £90

GENERAL

The Game Gear is the newest addition to the Sega range in the UK. As usual, import versions are available at varying prices and because the machine relies on its own power (batteries) and colour LCD display, you shouldn't have too many problems with using overseas machines in the UK. If you buy the American version, though, you'll find the power connector is smaller than that of the UK power supply. You can solve this problem by getting an adaptor plug from an electronics store.

There is an ever-growing list of hardware add-ons for the hand-held, but be warned, only the UK TV Tuner works in this country. There is no problem with interchanging software, though.

Official Game Gear games are still a bit thin on the ground as Sega UK can't keep up with the demand, but the import scene is bursting at the seams with quality software.

For the ultimate hand-held, Game Gear owners should purchase the Master Gear which allows you to play MS games on the GG. Obviously none of the Light Phaser and 3-D games can be played, though.

GAME GEAR
LAP 2
00'52"00
290 Km/h
13

MEGA-CD

Present installed user base: n/a
Projected 1992 sales: n/a
Original release: Japan – December 1991, USA – July 1992, UK – October 1992
UK bundles: Unknown yet, but approximately £299 with one game
Target price: £300

The newest piece of console hardware anywhere. Still not due for a launch in this country for several months, although it is available through importers at around £390.

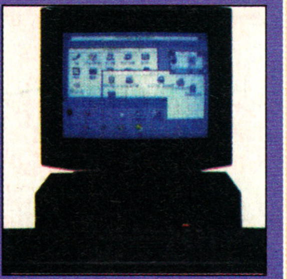
Note: Sega have said that Japanese CD games will not work on US or UK systems when launched. So, Jap games will only work on Jap Mega-CDs, and only UK CDs will work on UK units. Sega say, US or UK discs will not work on Jap Mega-CD units.

PAL versions of the Jap machine are available through importers, although if run on an English machine, the sound will be out of sync. The unit gets launched in the UK later this year and will provide CD quality sound and huge games. If all goes well, this will be the future of video gaming. Only a few games are available at present as developers haven't had the complete spec of the machine for very long.

There are two other Mega-CD compatible units coming out soon. JVC are working on a single unit comprising a Mega Drive and CD-ROM unit, which should be out within the next four months. This machine will retail at £200 in Japan. Sega are developing their own version of this unit called simply the Super Mega. This should be launched in Japan in June/July.

MEGA-CD
SEGA
READY
COMPACT disc
MEGA CD

TERADRIVE



The Teradrive is the machine "serious" computer users have been waiting for. One minute they can dazzle you with science as they use the PC-compatible side of it, and as soon as your back is turned they can play those stunning Mega Drive games on it. The base machine has a 10Mhz 80826 processor with 1Mb of RAM. It can display 256 colours onscreen out of a palette of 262,144. The Mega Drive side is exactly the same as a normal Mega Drive. There are no plans at present to launch the machine in the UK as the PC side of it isn't really powerful enough to attract existing PC owners. It retails in Japan for £700+.

GIGADRIVE

This is the fabled Sega mega machine that will blow everyone else away when it gets launched, they say. The only problem is no-one (including Sega) seems to know exactly what it is. In fact, when interviewed recently, the President of Sega US said that "it might be 32-bit, might be more by the time we've finished it". With Atari's rumoured 64-bit console looming, don't be surprised if it is more. Whatever happens some kind of optical storage system is likely. Also, Mega Drive and Mega-CD games will be fully compatible with it. Expect to see it at the end of 1993.

pro PICK

Listed below are our recommended games of the past three months. They are in no order of greatness, they are just what we believe every SegaPro worth his salt should have seen. (And if you haven't seen the actual game, this page will help you bluff your way through those in-depth gaming discussions.)

GAME GEAR

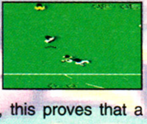
SONIC THE HEDGEHOG

Producer: Sega Japan
ProReviewed: SegaPro#4
ProScore: 96%

Well, what more can we add? The Spiky One has finally spiked GG owners. Not just a straight port from the Master System, hand-held *Sonic* is as fast and as playable as ever. To have any credibility as a Game Gear owner you simply must have this game.

The Pros said: "The best *Sonic* game yet. Go out and buy it now."

SUPER KICK OFF



Producer: US Gold
ProReviewed: SegaPro#4
ProScore: 90%

A brilliant conversion of the MS game, this proves that a good game can get better on a smaller screen. This one rarely left the Pros' GGs for weeks. The ultimate hand-held footy game, just don't shout out too loud when you are sat on a train and you win the Cup!

The Pros said: "GG *Kick Off* is in a league of its own."

THE LUCKY DIME CAPER

Producer: Sega Japan
ProReviewed: SegaPro#4
ProScore: 90%

Once again, stunning graphics and even better sound than the Master System version. This does on the Game Gear what the Game Boy could only dream about. It is very addictive, and tough enough to challenge all players.

The Pros said: "A great platform game, highly recommended."

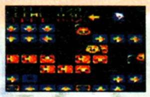
GG ALESTE

Producer: Compile
ProReviewed: SegaPro#5
ProScore: 89% (import)

Widely accepted in the SegaPro office as the number one shoot-'em-up for the Game Gear. All the classic stuff is in here. Multiple power-ups and huge level guardians make this an absolute must for blaster fans. Eight stages of pure hot arcade action.

The Pros said: "The best shoot-'em-up on the GG."

SLIDER (SKWEEK)



Producer: Infogrames
ProReviewed: SegaPro#5
ProScore: 84% (import)

Now known as *Skweek* in Japan, *Slider* is the game that puts the fun back into hand-held puzzlers. Paint the squares a different colour while you are using the weapons to wipe out aliens. 30 stages will keep you going for a while, and you'll be back for more even when you've completed it.

The Pros said: "Destined to become a classic."

MASTER SYSTEM

SUPER KICK OFF

Producer: US Gold
ProReviewed: SegaPro#3
ProScore: 90%

The football game of the moment, but coming up against some tough competition very soon from Tecmagik and Virgin. *Super Kick Off* offers the wealth of options available in the Amiga version. Addictive as a one-player game, great in two-player mode.

The Pros said: "Well worthy of the adoration."

RAMPART

Producer: Domark
ProReviewed: SegaPro#3
ProScore: 81%

A lower rating but still a game that we come back to time and time again. By building up your castle and knocking down your opponent's, *Rampart* really comes into its own in two-player mode. Very addictive action, although it takes quite a bit to get into.

The Pros said: "Addictive gameplay will keep you coming back for more."

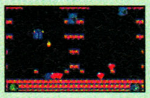
THE LUCKY DIME CAPER

Producer: Sega Japan
ProReviewed: SegaPro#4
ProScore: 94%

Lines up alongside *Sonic* as the best Master System game around. Unbelievable graphics for the MS and soundtracks to match. This version is one tough cookie but that should definitely not put you off this arcade adventuring.

The Pros said: "This and *Sonic* are the greatest ever games on the MS."

BUBBLE BOBBLE



Producer: Taito
ProReviewed: SegaPro#4
ProScore: 79%

We think Damian was being tight when he only gave this a measly 79%. The graphics may have looked a little dodgy but the hook is the playability. 200 levels of raw, uncooked arcade action. A great game, although you may soon tire of the repetition.

The Pros said: "Super colourful graphics... That superb playability."

ALIEN STORM

Producer: Sega
ProReviewed: SegaPro#5
ProScore: 80%

The aliens have taken over the city and it's down to you to clear them out. This is the game that gives "shoot up shops" a whole new meaning. Diverse enough to keep you coming back to try and reach that one extra level. One of the better shoot-'em-ups on the MS.

The Pros said: "Looks good, plays great."

MEGA DRIVE

ROLLING THUNDER 2

Producer: Namcot
ProReviewed: SegaPro#3
ProScore: 91% (import)

Pure arcade action. One or two players can tackle this platform shoot-'em-up. The storyline is reminiscent of a James Bond film. This is an all-time fave for the Pros. Check out the weird password system and the disjointed English storytelling between scenes.

The Pros said: "Simply everything you could want in a game."

PIT-FIGHTER

Producer: Tengen
ProReviewed: SegaPro#3
ProScore: 95%

A violent work of art. Choose from three street fighters to enter the most vicious and brutal combat ever. One or two players can team up or fight each other to become the best. Prepare to lose friends in the arena. Be warned, this game's release has been delayed till April.

The Pros said: "Playing *Pit-Fighter* is pure pan-their-heads-in pleasure."

BUCK ROGERS

Producer: Electronic Arts
ProReviewed: SegaPro#5
ProScore: 86%

A space action RPG that proves amazingly playable. Help Buck and his buddies defeat the RAM forces in a battle that takes place on planets and star ships as well as huge space-stations. Once you get into it, you will be hooked.

The Pros said: "Immense depth of play... Totally believable."

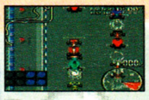
QUACKSHOT

Producer: Sega Japan
ProReviewed: SegaPro#3
ProScore: 95%

Truly stunning graphics and sound heralded the arrival of Mr D Duck and friends. The arcade action in this game is more reminiscent of Indiana Jones than anything else. It was tough at the time, but time has revealed this to be a bit easier than we thought.

The Pros said: "An essential purchase... Nothing short of breathtaking."

F-1 GRAND PRIX



Producer: Varie
ProReviewed: SegaPro#5
ProScore: 88% (import)

Race games were the order of the month in the February issue and this one narrowly pipped *F-1 Circus* to the chequered flag. Very addictive racing action viewed from overhead. A cracker of a car game, although it may never come out over here officially.

The Pros said: "A long running favourite... Excellent value for money."

What's Bill and Ted's favourite number?

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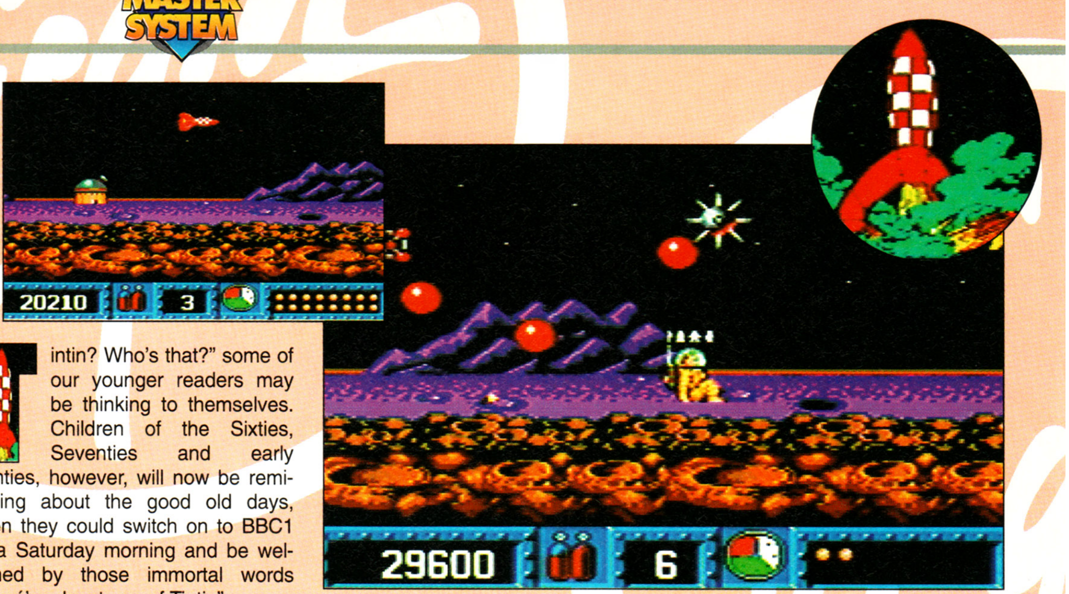
MASTER SYSTEM

TINTIN ON THE MOON

Virgin seem to be single-handedly leading the charge of UK companies developing quality software for the Master System and Mega Drive. Last month saw our hot *Terminator* preview, this month we hear rumours that they have even more hot Sega titles under development. And best of all, these titles aren't even rehashes of old Virgin computer stuff, they are completely innovative developments on original themes.

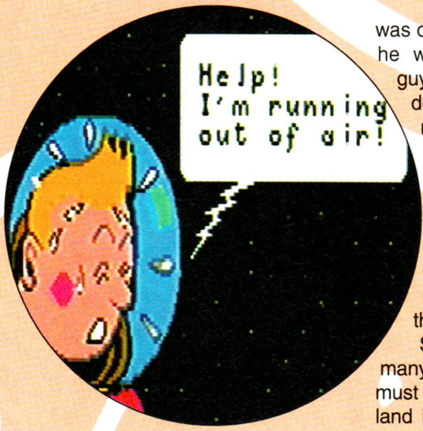
In search of more information we needed to dispatch a team of covert operatives to glean all the dirt on their developments. The Pros were once again up to the task. This is their story. A story of truth, justice and the Branson way.



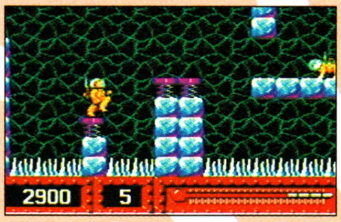
Tintin? Who's that?" some of our younger readers may be thinking to themselves. Children of the Sixties, Seventies and early Eighties, however, will now be reminiscing about the good old days, when they could switch on to BBC1 on a Saturday morning and be welcomed by those immortal words "Hergé's adventures of Tintin".

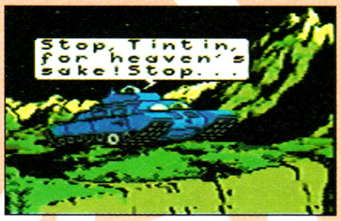
The exploits of the little French lad Tintin, his dog snowy and his friend Captain Haddock held audiences captivated for years. Tintin is now the latest cartoon character to get his own computer game. Tintin is a strange, yet highly effective, licence for the Master System.

The story is simple. Young Tintin was on a detective mission and while he was snooping around the bad guys' rocket, it took off (as they do). The rocket lands on the moon, but the landing is so rough that Tintin is knocked out. When he comes to, he realises that Snowy has gone walkabout. Obviously he can't return home without his beloved pooch, so he must don a spacesuit and search for the poor beast.



Snowy is located in one of the many craters lying around so Tintin must manoeuvre the rocket ship and land it near to these craters so that he can get out and search. An easy task, you may think, but unfortunately not as the moon in full of many obstacles.





You might be attacked by satellites or stars, maybe the moonworms will come and try to get you or perhaps the moon tanks will want a piece of the action. Tintin is not totally useless, though, and can fight back and destroy all of these with his wide range of high-tech guns.

The action in *Tintin* could be described as a cross between *Defender* and *Manic Miner*. And, let's face it, any combination of these two classic games has the potential for becoming a classic itself. The exterior scenes on the moon surface are great fun as you zip around either shooting or avoiding enemies. And when you encounter these guys, they really look like characters out of the cartoon, as does Tintin's antique rocket ship.

When you go inside craters, the scene switches to a *Manic Miner* game. There are various platforms littered about the room, some of which move. You must use these to reach the platforms where Snowy is. Of course, one false move and you fall into a bottomless pit or impale yourself on the ice spikes hanging around. Some of these craters are simple to conquer but most are devilishly difficult.

Tintin on the Moon has been in development for just three months, but is already looking near to completion. The company responsible for producing *Tintin* for Virgin are, wait for this, Teeny Weeny Games, but that doesn't mean this is a game for kids only. Most of the levels will prove a great challenge to games-players everywhere, and the combination of shooting and platform style action ensures that you never get complacent.

The actual person behind the coding is a gal called Angela Sutherland, whose previous accomplishments include *Xenon* and *Choplifter* on the Game Boy.

We've saved the bad news till last, though. We'll all have to wait till September to see Tintin and his friends making their debut on the Master System, but if this early look is anything to go by then it will be well worth waiting for.

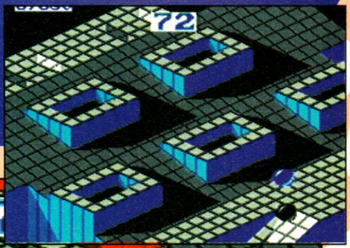
PROFILE

TINTIN ON THE MOON ● VIRGIN ● £TBA ● OUT SEPT

CART SIZE	2Mbit
DEVELOPERS	Teeny Weeny Games
PERSONNEL	Angela Sutherland
FEATURES	n/a

Pop band The Thompson Twins took their name from characters in Tintin.

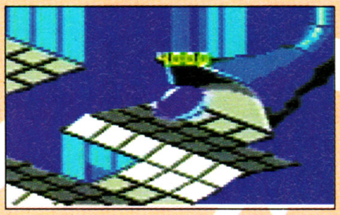
MARBLE MADNESS

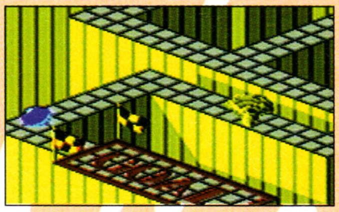


Back in SegaPro#3 we reviewed Electronic Arts' Mega Drive version of this classic coin-op and now it's time for the Master System version to roll in. The game has been programmed by Steve Lamb, the man responsible for *Pac-Mania*, so you can be sure that the project is in good hands.

For those of you who may have been on the moon (with Tintin perhaps) for the last few years and have not seen or heard of *Marble Madness*, the scenario is very simple.

You have total control over a marble, hence the name. This marble has to be guided along 3-D raceways to reach the goal at the end. Pretty simple, you may think, but all the action is against the clock, so panic and death can soon creep in. As if that wasn't bad enough, the raceways also contain obstacles that no marble in his right mind would mess with. There are hoovers that suck you off the raceway, acid pools that dissolve you, slinkies that eat you whole and ice that throws you into a slide. Apart from these you can also roll off the side of the raceway – an embarrassing way to go, but, alas, the most frequent.

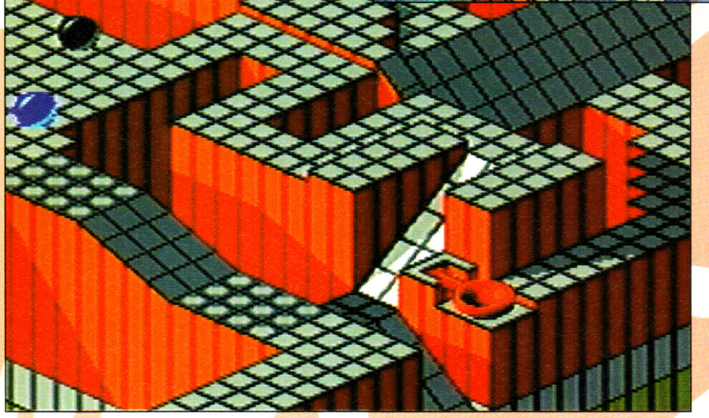


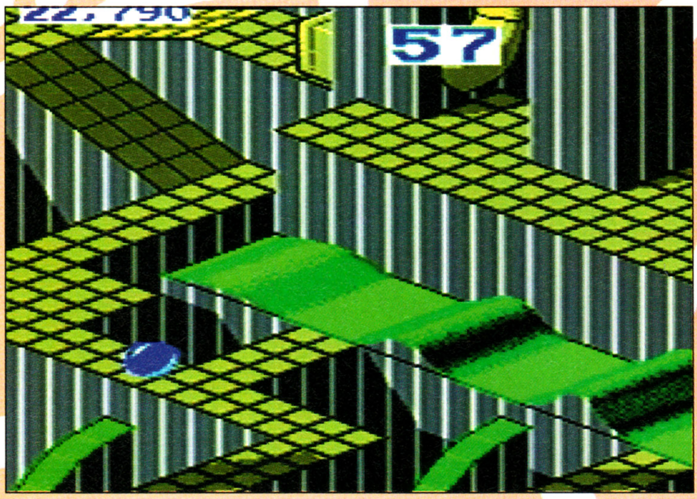


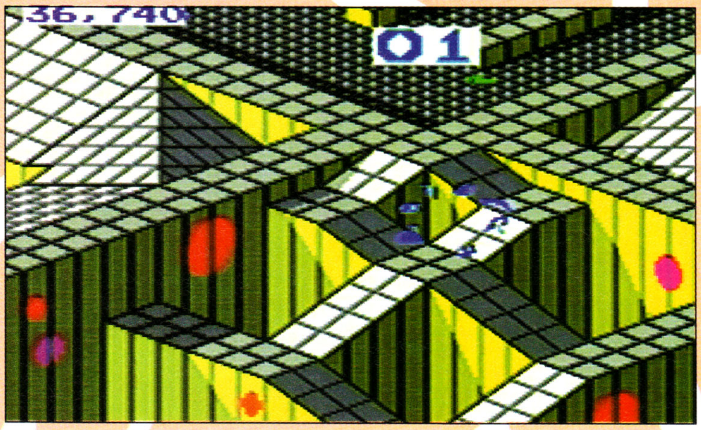
All six levels from the original arcade game have been included with eight difficulty levels. That should be enough to keep even the most hardened ball juggler going for ages – unlike the Mega Drive version which was a little easy.

There are not many 3-D games that work well on the Master System but *Marble Madness* is certainly a successful implementation. Virgin describe the 3-D effect as "sexy", although we would go quite that far.

MS *Marble Madness* looks set to clone the success of the coin-op and MD version. Catch the ball when Virgin roll it out this June.





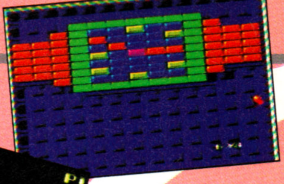


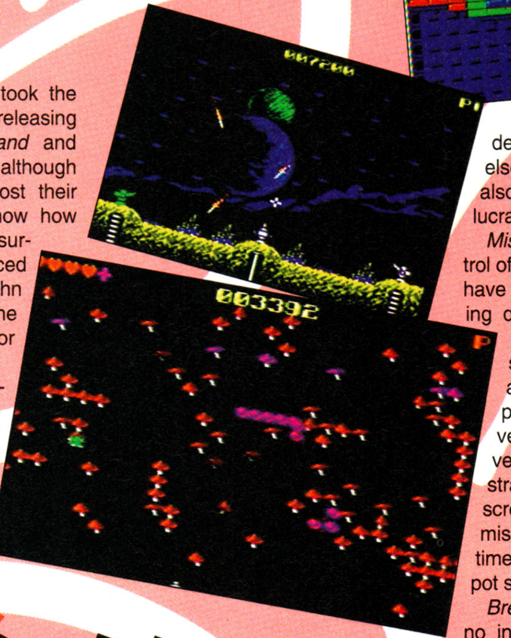
PROFILE

MARBLE MADNESS ● VIRGIN ● £TBA ● OUT JUNE

CART SIZE	2Mbit
ORIGINAL ARCADE	Atari
PERSONNEL	Steve Lamb
FEATURES	n/a

Master System owners' balls drop in June.





ARCADE SMASH HITS

This is definitely one for fans of the old-fashioned arcade games. You know the sort of thing, those games before the likes of *Dragon's Lair, Pit-Fighter* or *Mad Dog McCree* that had coloured plastic strips on the screen to simulate colour. Yes, back in the days when arcades were safe places to go without fear of getting mugged by some fruit machine junkie or one of the "Give me your last life" brigade. This cart is a compilation of the best of the oldest hits, and joins *Shooting Games* (which contained *Marksman, Trap Shooting* and *Safari Hunt*) as the second anthology on the Sega.

Just after *Space Invaders* took off, a few equally classic arcade games came into existence. Atari took the arcade bull by the horns by releasing *Centipede, Missile Command* and *Break-Out*. These games, although dated, have never really lost their appeal. (In fact, just to show how long *Missile Command*'s survived, you may have noticed that it is the game that John Conner is playing in the arcade scene in Terminator 2.)

Centipede is the environmentally unsound shoot-'em-up. You are in control of a gun that can move left or right and even up a little into the screen. The object of the game is to blast all the centipedes and spiders on the screen. Anything else, like the odd mushrooms, are also fair game although not as lucrative.

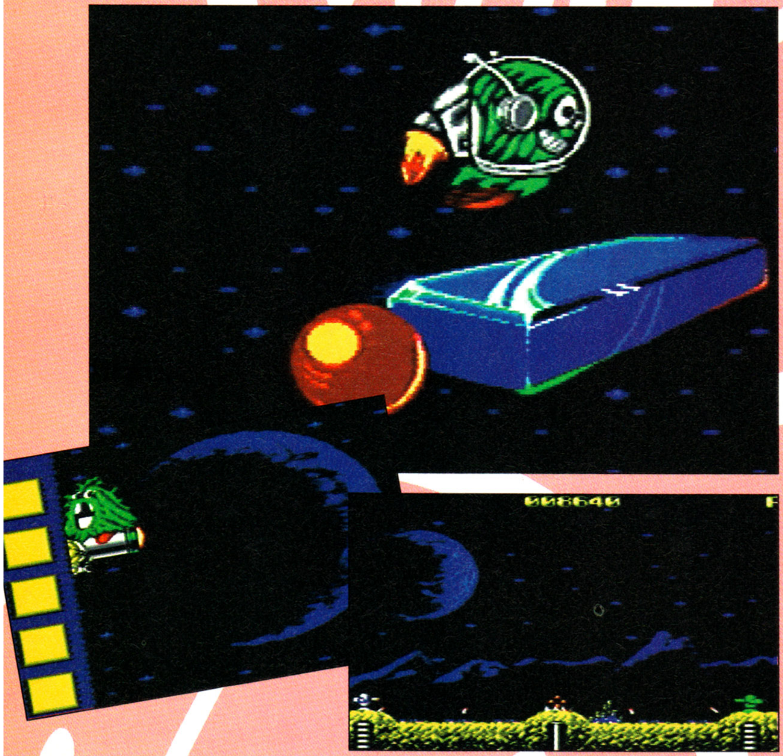
Missile Command puts you in control of ground defence bases and you have to blast missiles which are raining down on the cities under your protection. (To add some atmosphere to this game, you can always pretend that it is taking place in the Middle East.) This version differs from the arcade version in that instead of just straight lines coming down the screen you get to see the actual missiles. Planes also fly over from time to time so you can take some pot shots at them, too.

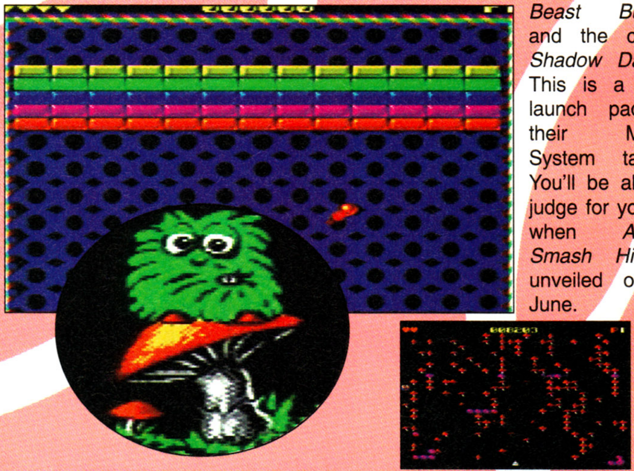
Break-Out should need absolutely no introduction whatsoever. This is the original version and not *Arkanoid*, which would be great to see on the Master System, too.

You know the drill by now; move the bat to hit the ball and smash the tiles that are arranged in patterns on the screen. Simple concept, but still pretty damned addictive after all these years.

As far as value for money goes, this cart has to be a winner. Three classic arcade games on one cart for the normal price will keep everyone happy.

Arcade Smash Hits was programmed by Images, the developers behind Atari ST games like the gory *Beast Busters* and the classic *Shadow Dancer*. This is a great launch pad for their Master System talents. You'll be able to judge for yourself when *Arcade Smash Hits* is unveiled out in June.





PROFILE

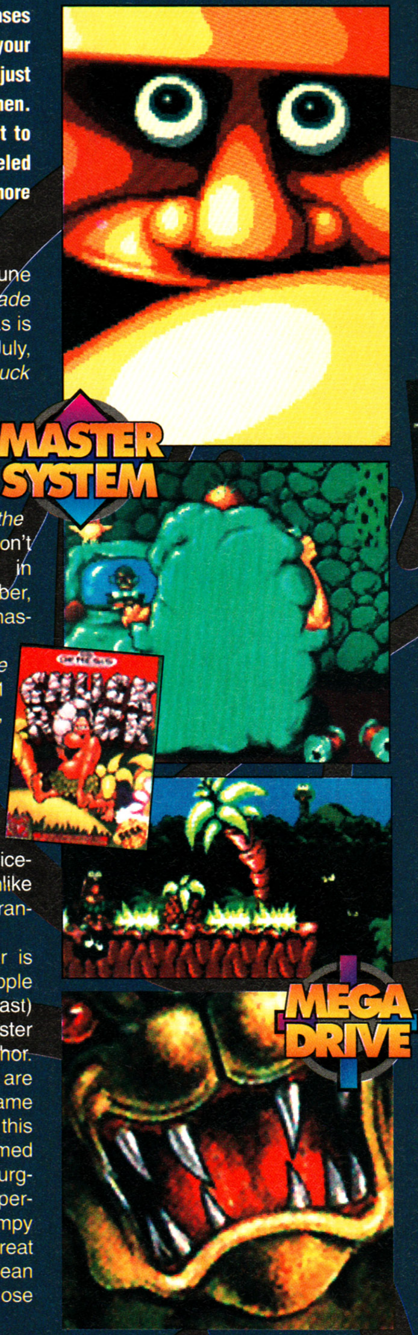
ARCADE SMASH HITS ● VIRGIN ● £TBA ● OUT JUNE

CART SIZE	2Mbit
DEVELOPERS	Images
PERSONNEL	Gary Hammond
FEATURES	multi-game

The brainchild of a nobody.

OTHER VIRGIN DELIGHTS

Virgin have a whole host of releases lined up for this year. Now is your chance to get the lowdown on just what is coming out and when. Remember, these dates are subject to alteration so keep your eyes peeled nearer to the release date for more precise details.



As you already know, in June *Marble Madness* and *Arcade Smash Hits* are set for release, as is the long-awaited *Terminator*. In July, caveman capers abound as *Chuck Rock* finally crashes his way onto the MS. The story is based around a caveman called Chuck whose wife is kidnapped by the evil Gary Gritter.

September sees *Tintin on the Moon* coming out, don't say we don't get you the previews early in SegaPro. Moving on to November, Virgin shift up a gear with three massive, yet diverse, licences.

First off is *Robin Hood: Prince of Thieves*, based on the 1991 film. Rob the rich, feed the poor, and don't forget to shut the door. Mind you, judging by the amount of money that Kevin Costner received for the movie, he robbed the rich and kept the lot. Outlawish antics and all-round nicety will abound no doubt. And unlike this next release, Costner guarantees no tights.

Due for release in November is *Superman*. Yes, the Krypton cripple with the dubious (to say the least) dress sense flies onto the Master System to do battle with Lex Luthor. To round off the year, Virgin are releasing the strangest game licence ever. Called *MC Kids 2*, this is actually a direct and unashamed licence from MacDonald's, the burger joint. Just to put things in perspective, don't forget that Wimpy beat them to the post with that great 8-bit computer game from Ocean called *Mr Wimpy* in 1984. Ah, those were the days...

MEGA DRIVE
GENESIS
THE TERMINATOR
SEGA

Arnie makes his big Mega Drive debut in June. *The Terminator* game was previewed last month and, along with Acclaim's *Terminator 2*, looks to be one of the hottest licences of the year so far. *Chuck Rock* also emerges in June on the Sega's 16-bit, along with *Corporation*. These two were both licensed from the Gremlin computer games.

Corporation is probably one of the most innovative Mega Drive releases for a long time. You have to infiltrate the headquarters of an intergalactic conglomerate, which basically involves lots of planning and panning.

July welcomes another Mega Drive footy game, *Euro Club Soccer*. Up to 16 players can compete in the toughest of European competitions. For once you have full control over the goalkeepers, so they won't be stupidly difficult or easy to beat like other soccer games. *Euro Club Soccer* also has the option to save out up to seven games and, of course, there is the tension of the penalty shoot-outs...

Virgin have only one game lined up for September so far, and that's *Superman*. October sees the final two known releases for the year. MacDonald's *MC Kids 2* bounces onto the Mega Drive with the raw cow-eating brats on the rampage. And, finally, you'll be seeing *Another World*, a conversion of the popular US Gold adventure game on the Amiga.

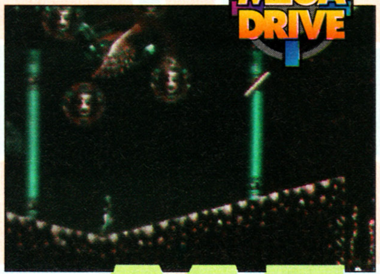
A busy year for a company that haven't released a single Sega game so far!

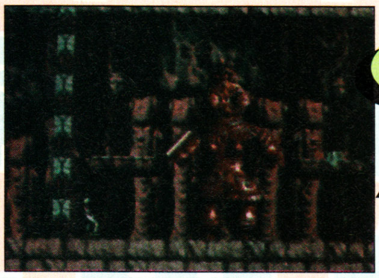
Two beef pâtés under a sesame seed bun...

CALL ME ATOMIC

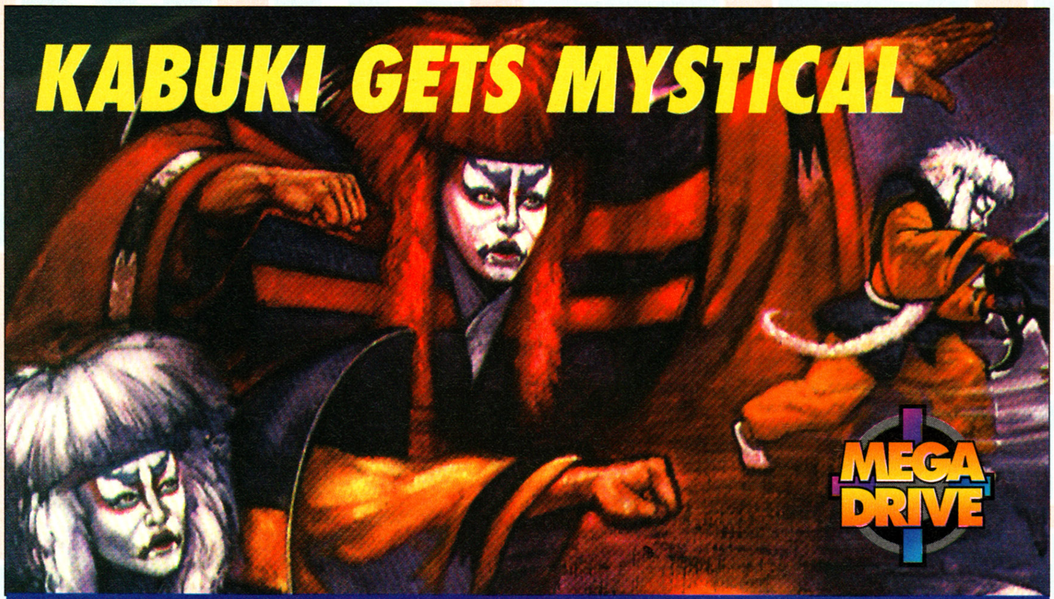
Due out in April from American company Bignet comes *Atomic Runner* for the Mega Drive. You play a Russian scientist who has been transformed into a super human after a nuclear accident. He has taken it upon himself to fight an alien race of xenophobes and their slave robots.

From what we have seen, the game features some very well detailed graphics, and is supposed to use real locations as backdrops for the different stages. Just how good these are will be seen when we review it. The exact release date hasn't been set yet, but it will be out in April so look out for a hot review next issue.



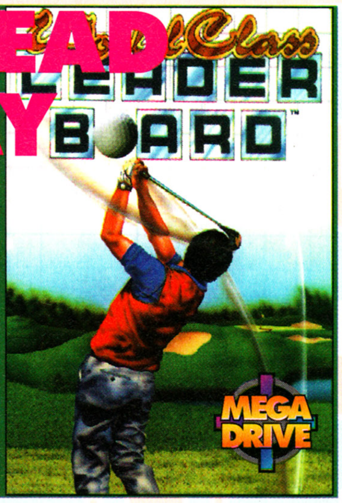


KABUKI GETS MYSTICAL



Veteran readers of SegaPro may remember back in SegaPro#2 that we reviewed a game called *Kabuki Soldier* on the Mega Drive. This game is now getting its official US release, but under the name *Mystical Fighter*. The game is a two-player martial arts beat-'em-up where you do battle with all sorts of demons and evil-doers. The Japanese version scored a respectable 73% overall. Check out an importer near you for a version with a readable manual soon.

GOLD LEAD THE WAY

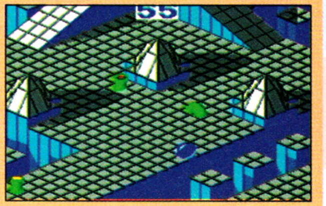


US Gold are currently putting the finishing touches to *World Class Leaderboard* for the Mega Drive. We have reviewed the Game Gear and Master System versions already in SegaPro so it will be interesting to see what improvements, if any, have been made. US Gold are still hopeful the game will come out in April, but as yet no more information is forthcoming. (Apart from it being a game about golf, that is.)

THE MARBLES ROLL IN

Way back in SegaPro#3 we reviewed the Mega Drive version of *Marble Madness,* which we said was good albeit very easy. By turning back a couple of pages to the Virgin previews, you'll see all the latest news on the Master System, but did you know that *Marble Madness* is coming out on Game Gear too!

Tengen are responsible for the game so expect it to come out under the Domark banner in this country. *Marble Madness* gets its US release at the end of April but the date of the official UK launch has yet to be set.



WHEELY GOOD

GENESIS
Over 4,500 All New Puzzles!
WHEEL OF FORTUNE
GAMETEK

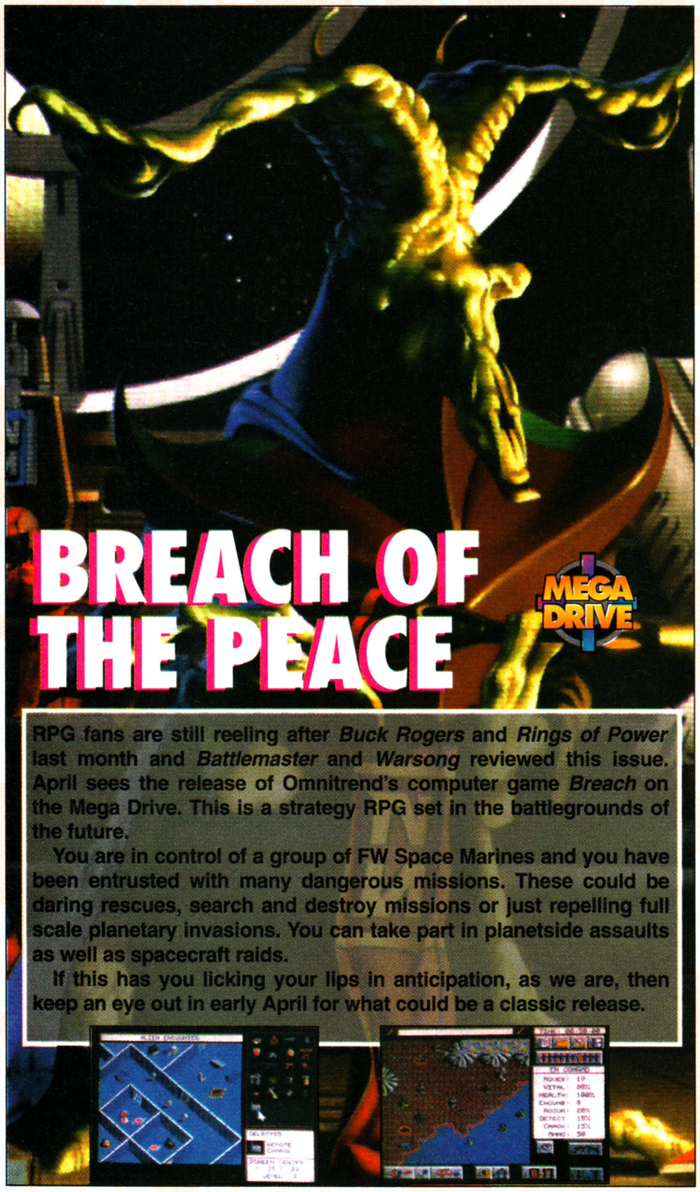
Anyone into quiz shows will have hardly failed to notice the incredibly tacky *Wheel of Fortune* TV show, hosted by all-round wimp Nicky Campbell.

Contestants answer questions, spin the wheel and win prizes and money – pretty complex stuff, eh? English developers Imagitec Designs have programmed the Game Gear version over here but it is being released in the USA first by Gametek. The questions and answers should be straightforward, but quite how your Game Gear will let you win a car is yet to be seen.

The music is said to be authentic, just as it sounds on TV. As to whether this is the American music or the UK TV version will be seen when the game is released at the end of April.

Old enough to know better...

BREACH OF THE PEACE



RPG fans are still reeling after *Buck Rogers* and *Rings of Power* last month and *Battlemaster* and *Warsong* reviewed this issue. April sees the release of Omnitrend's computer game *Breach* on the Mega Drive. This is a strategy RPG set in the battlegrounds of the future.

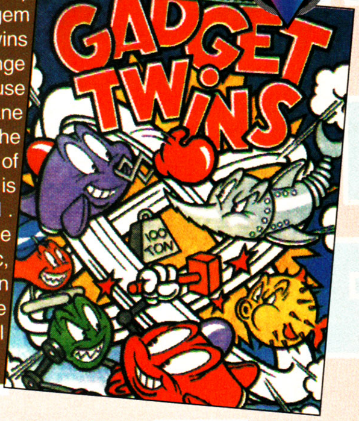
You are in control of a group of FW Space Marines and you have been entrusted with many dangerous missions. These could be daring rescues, search and destroy missions or just repelling full scale planetary invasions. You can take part in planetside assaults as well as spacecraft raids.

If this has you licking your lips in anticipation, as we are, then keep an eye out in early April for what could be a classic release.

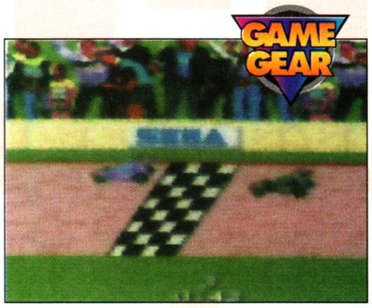
GADGETS FOR GEAR

Mechanical madness is guaranteed when the Gadget King has his gem stolen in Gadget Twins. He summons Bop and Bump to get it back.

A wild ride is assured for Game Gear and Mega Drive owners when the twins adventure through oceans and the sky to track down Thump and get the gem back. The twins have some strange defences to use against the insane inhabitants of the world, so loads of variety and fun is guaranteed. Programmed in the UK by Imagitec, this will air first in the US under the Gametek label during May.



REMOTE RACING



Fans of the racing genre will have something a little different to look forward to at the end of April. *RC Grand Prix* was released on the Master System yonks ago but a revamped version is coming out on the Game Gear.

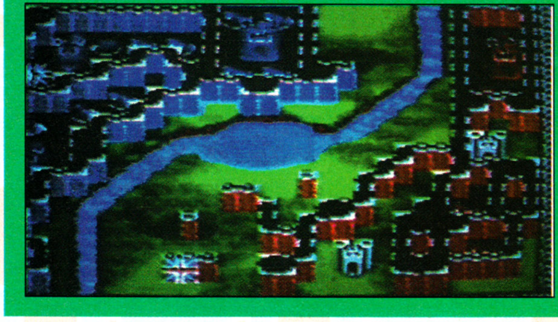
The racing is a little different because you are in control of a radio-controlled car. There are ten different race tracks to hurtle around at break-neck speeds. You get money for successfully racing and you can use this money to customise your car into a real lean, mean racing machine. Late April/early May will see this number zooming onto the scene.

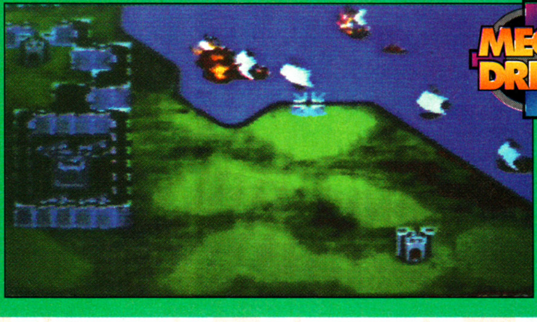
RAMPART RAMPAGE

Tengen are at it again. Those dedicated coin-op people from America are releasing the old classic *Rampart* on the Mega Drive. The Master System version was reviewed in SegaPro#3 where it scored a well-earned 81%.

The game is set in the Middle Ages and puts you in control of a castle. You have to repel attacks from enemies (which can be human if you want) and rebuild your castle, or expand the original structure after it has been shelled. The two-player version is undoubtedly this game's selling point, but single players will still be playing for ages.

We have no doubt that longtime friends of Tengen, Domark, will be bringing the game out in the UK as soon as possible, but no date has been set for its release over here yet. Needless to say the Pros are eagerly awaiting this one.





SECRET COMMANDO

SHOOT-'EM-UP

MASTER SYSTEM

87

The action is reminiscent of the classic coin-op Commando and at only 13 quid is a must for any serious shoot-'em-up player.

SHADOW DANCER

SHOOT-'EM-UP

MEGA DRIVE

89

A fabulous game with heaps of detail in the graphics. Pounding sound and addictive gameplay make this a fabulous game. Get it.

SHADOW OF THE BEAST

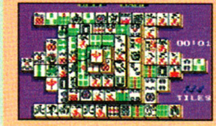
ARCADE ADV

MASTER SYSTEM

90

Excellent graphics and atmospheric music combined with very challenging gameplay really brings the Master System into the Nineties. Explore huge levels and come across similarly sized level guardians. A damn fine game.

SHANGHAI



ARCADE PUZZLE

MASTER SYSTEM

96

The classic tiles game, and one of the best puzzle games for the Master System. Very easy to become totally and hopelessly addicted to. (Although it really should be your cup of tea.)

SHINING IN THE DARKNESS

RPG

MEGA DRIVE

90

Superb RPG with brilliant graphics. The best of this kind on the Mega Drive without a doubt. Months of playability, very addictive and a great introduction to the genre.

SHINOBI

CAMERA SHY

ARCADE ACTION

GAME GEAR

79

Well detailed graphics and quite a playable little game. Initially difficult but when you get into it, Shinobi soon becomes frustratingly addictive.

SHINOBI

SHINOBI
PUSH START BUTTON
© SEGA 1987

ARC BEAT-'EM-UP

MASTER SYSTEM

89

Battle your way through five levels packed with all manner of bad guys, rescue the kids and become the hero once again.

SHOOTING GAMES

CAMERA SHY

SPORTS GAME

MASTER SYSTEM

87

Three more Light Phaser games, and probably some of the best. A trio of very different shooting skills will be needed to truly master this anthology. An essential buy for any light gu n owner.

SHOOTING GALLERY

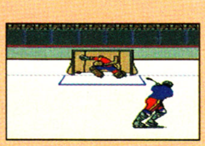
SPORTS GAME

MASTER SYSTEM

73

More Light Phaser action, and the aim is simple. There are four rounds to compete in and there are some hidden little extras that you will come across as you get further into the game. Great fun for all the family.

SLAP SHOT



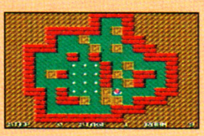
SPORTS GAME

MASTER SYSTEM

76

Slap Shot is an easy game to get into, with the added fun of the brawls that break out during play. The rules are lenient so a smooth flowing game is easy to achieve.

SOKABAN



PUZZLE GAME

MEGA DRIVE

75

Move the crates around the warehouse to cover particular squares to complete a level. Fairly addictive with average graphics.

SONIC THE HEDGEHOG

ARCADE ADV

MEGA DRIVE

96

Considered by many to be the ultimate Mega Drive game. Amazing graphics, great sound and mind-numbing speed combine to make a brilliant game.

Sega Show

It's true. The A-Z Rundown is finally over. This issue commerates the final airing of the A-Z in its present form. Look forward to an updated version of the A-Z soon, containing every game released in 1992 too.

The SegaPro A-Z Rundown contains every game released on every Sega machine right up to when SegaPro first came out. This means you'll get *Sonic* on the Mega Drive, but for *Sonic* on the Master System and Game Gear you'll just have to dig out those back issues. The A-Z is meant as a prequel to SegaPro, and hopefully gives you a insight into the Sega scene before we arrived. Is it just coincidence that the quality of games sinced we appeared has definitely improved?

For the final time, we once again quote that most quotable example by saying: if you're confused between, *Golden Axe* on the Mega Drive, *Golden Axe Warrior* on the Master System and *Ax-Battler* on the Game Gear, then reach for the A-Z and find out the answer.

Any derogatory comments about the A-Z (there have only been two so far!!) should be send to ProTest.

SOFTWARE down

inal Part

The A-Z of games was compiled with the help from the following. Many thanks guys:

Console Concepts
223b Waterloo Road
Cobridge, Stoke-on-Trent,
Staffordshire ST6 2HS.
Tel: (0782) 712759

TV Games
11 Castle Parade,
Ewell by-pass,
Ewell,
Surrey KT17 2PR
Tel: (081) 7867816

Full-colour picture

The name you ask for

The general style of the game; often how Sega themselves

The machine it's for

Overall rating, considering every aspect, price because this is never constant

Short review detailing what the game's about and whether it should be on your shopping list

SONIC THE HEDGEHOG

ARCADE ADV
MEGA DRIVE
96

Considered by many to be the ultimate Mega Drive game. Amazing graphics, great sound and mind-numbing speed combine to make a brilliant game.

SPACE HARRIER

SHOOT-'EM-UP
MASTER SYSTEM
87

It would have been a lot better with some form of password system as the likelihood of you surviving all 18 levels on one set of lives is remote to say the least. Still a great shoot-'em-up, though.

SPACE HARRIER 3-D

SHOOT-'EM-UP
MASTER SYSTEM
60

A brave attempt at adding a new dimension to the Space Harrier saga, unfo rtunately it doesn't really work all that well. A poor attempt at a 3-D shoot-'em-up.

SPACE HARRIER II

SHOOT-'EM-UP
MEGA DRIVE
63

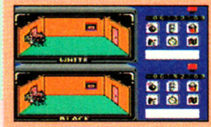
12 stages of intense blasting action. High speed gameplay but it gets repetitive and tedious after a while. Average graphics and sound, so give it a miss.

SPELLCASTER

RPG
MASTER SYSTEM
80

This adventure will take you underground, through space and time and even into the land of the dead. Your destiny lies somewhere in this mission. A cracking RPG but doesn't really come close to Phantasy Star.

SPY VS SPY



ARCADE PUZZLE
MASTER SYSTEM
90

The two stars from MAD magazine battle it out using a devious variety of traps and cunning strategies to mess each other up as much as possible. Hilarious action, great fun to play and a laugh a minute. Even better in two-player mode where you can fry your friends.

STREET SMART

BEAT-'EM-UP
MEGA DRIVE
70

Using all your favourite martial arts moves, you must battle your way through a series of street fights to win the acclaimed Street Fighter trophy. Good graphics but very limited gameplay. Far too easy to complete.

STREETS OF RAGE

BEAT-'EM-UP
MEGA DRIVE
96

Basically this is Final Fight for the Mega Drive. Great graphics and some amazing moves. This is the best beat-'em-up game yet for the Mega Drive. Buy it and you won't be disappointed. (Could have been a bit tougher, though...)

STRIDER

ARCADE ADV
MEGA DRIVE
92

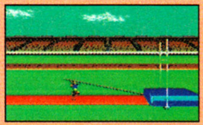
Take to the frozen wastes of Russia in one of the best and graphically successful arcade conversions to reach console. Each level is stunning in presentation, although should be quite easy to complete for most Pros. Worth seeing.

SUBMARINE ATTACK

SHOOT-'EM-UP
MASTER SYSTEM
69

You are in control of a mega submarine and must combat both human and Meta forces to finally come face to face with the mega creature. Tough shoot-'em-up action – maybe a little too tough.

SUMMER GAMES



SPORTS GAME
MASTER SYSTEM
47

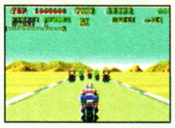
Train hard and become the best and you will find your gold medal collection blossoming. The action is a little strained to say the least with poor animation and sluggish response making it seemingly impossible when you first play.

SUPER GOLF

SPORTS GAME
GAME GEAR
78

About as accurate a golf game as you are likely to get on the Gear. Very nice graphically with some neat sound effects. Up to four players can compete to while away those wet afternoons. For die-hard fans of the classic Leaderboard, a Game Gear version called World Class Leaderboard should now be available. While Super Golf looks down upon the whole of the game, Leaderboard takes the view from behind the golfer's shoulder. You pays your money and takes your choice.

SUPER HANG-ON



RACING GAME
MEGA DRIVE

89

The definitive bike racing game, although Road Rash could take its place. Super smooth graphics and high speed action make this very addictive. Many a late night has been, and will be, spent on this.

SUPER HYDLIDE

RPG
MEGA DRIVE

43

Fairlyland awaits the brave adventurer of Super Hydlide. And brave they will certainly have to be because Fairlyland is quite a boring place to be. Well, at least there's one good thing: the manual's in English...

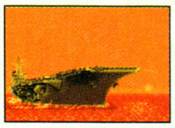
SUPER LEAGUE

SPORTS SIM
MEGA DRIVE

86

One or two players can compete in one of the best baseball games on the Mega Drive. Full control of the batters and pitchers is allowed .Good graphics and great sound effects make this a very attractive game.

SUPER MILITARY



WARGAME
MEGA DRIVE

86

Up to four players can take part in this epic wargame. The graphical presentation of this super strategic confrontation is the thing that will attract most people. But there's more to it than that, this is a real wargamer's dream - it even has battery back-up.

SUPER MONACO GP

RACING GAME
GAME GEAR

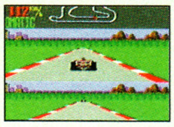
65

Disappointing conversion. Super Monaco doesn't really work on the Game Gear which is a shame because it is a classic. Adequate graphics but the playability suffers from the small screen.

SUPER MONACO GP

RACING GAME
MASTER SYSTEM

69



With a load of options to set the race up to meet your needs Super Monaco GP is a beginner's paradise. Unfortunately this is about all it is good for as poor graphics and animation let it down a bit. Thoughtful simultaneous two-player game, though.

SUPER MONACO GP

CAMERA SHY

RACING GAME
MEGA DRIVE

90

The definitive car racing game. Two player action is not available, though. Fast, attractive and accurate graphics, and still the best car racing game around for the Mega Drive.

SUPER REAL BASKETBALL

CAMERA SHY

SPORTS GAME
MASTER SYSTEM

86

Excellent two-player action with some brilliant close-up screens. Good all the way through and tough to beat at higher one-player levels. Be prepared for late nights if you want to be champ.

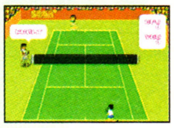
SUPER REAL BASKETBALL

SPORTS SIM
MEGA DRIVE

89

Absolutely brilliant close-up graphics make this stand out from the crowd. Great action with superb effects. A must for sports fans.

SUPER TENNIS

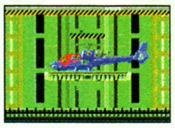


SPORTS GAME
MASTER SYSTEM

39

Fails to capture any of the feel of tennis. Very disappointing. If it wasn't for the extra low price (£12.99), I would tell you to avoid it completely.

SUPER THUNDER BLADE



SHOOT-'EM-UP
MEGA DRIVE

83

Racy soundtrack and superb 3-D graphics, add to this variety of gameplay and you get a cracking blast. Guaranteed to keep you up late just trying to crack one more level.

SUPER VOLLEYBALL

SPORTS
MEGA DRIVE

84

Believe it or not, but volleyball is one of the most popular sports in Japan. In fact, Japan is one of the top three volleyballing nations in the world. This superb sports simulator takes a side-view of the action, and to fit the whole court in scrolls along with the play. Original stuff.

SWORD OF VERMILION

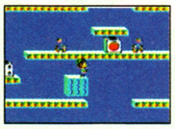
RPG
MEGA DRIVE

80

Huge RPG for the Mega Drive. Weeks of gameplay. Ground breaking graphics. Does suffer from tedious gameplay after a while.

TEDDY BOY

ARCADE PLATFORM
MASTER SYSTEM



78

Teddy's mission is to get out of the maze. The maze is filled with hidden monsters that hamper your escape. Very simple to play but the game itself is extremely addictive. Cute stuff all round.

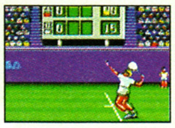
TEL TEL BASEBALL

SPORTS SIM
MEGA DRIVE

86

Similar to Super League but menu-driven. Two players can compete, and the game includes a feature for modem play. It also has a memory back-up for those long play-off seasons.

TENNIS ACE

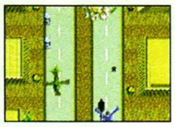


SPORTS GAME
MASTER SYSTEM

80

This could be why Super Tennis was put out at a budget price. The over the top view makes it a little weird to get used to but the close-up screens make it great fun and very playable.

THUNDER BLADE



SHOOT-'EM-UP
MASTER SYSTEM

70

Potentially a good game but let down by some extremely dodgy collision detection which makes the game pretty frustrating at times. Still, quite a good blast and faithful to the Sega coin-op.

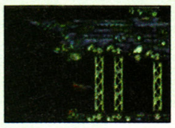
THUNDERFORCE II

SHOOT-'EM-UP
MEGA DRIVE

86

Tackle the enemy in this multi-directional blasting frenzy. One of the toughest shoot-'em-ups, and along with its sequel one of the best. Fantastic backdrops make for a classic game.

THUNDERFORCE III



SHOOT-'EM-UP
MEGA DRIVE

89

A very tough shoot-'em-up. Good graphics with amazingly fast action. This is no five-minute wonder even for hardened players. Just wait till you experience the wacky backgrounds.

THUNDER FOX

BEAT-EM/
SHOOT-'EM-UP
MEGA DRIVE

88

Using your bare hands and any weapons you find around you to destroy the enemy before they obliterate. Five stages of great action make this a real treat if you can get hold of it.

TIME SOLDIERS

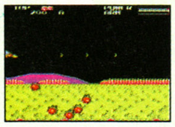
CAMERA SHY

SHOOT-'EM-UP
MASTER SYSTEM

37

The coin-op was pretty naff and this is no improvement on it. More time is spent running from the enemies than shooting them. Very frustrating and extremely tedious.

TRANSBOT

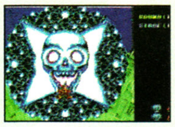


SHOOT-'EM-UP
MASTER SYSTEM

23

The game is set once again in a post nuclear world that has been invaded by aliens. Nothing new. Avoid this turkey, even at a tenner it isn't worth it.

TRUXTON



SHOOT-'EM-UP
MEGA DRIVE

88

THE shoot-'em-up for the Mega Drive when it was first released. Immense fun and still worth looking at. Regarded as a classic by many people, including us. (Known in Japan as Tatsujin.)

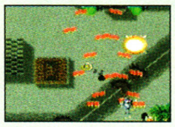
ULTIMA IV

RPG
MASTER SYSTEM

95

A huge game with the essential addition of a battery back-up system to save your game. A very deep and thoughtful game. For fans of SpellCaster and Phantasy Star.

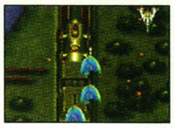
ULTIMATE TIGER



SHOOT-'EM-UP
MEGA DRIVE
87

Take your high-powered helicopter through multiple levels of raw arcade blasting action. Use a variety of weapons to dispose of the enemy. Good graphics and effects. Great fun to play.

VAPOR TRAIL



SHOOT-'EM-UP
MEGA DRIVE
75

Simultaneous two-player action with some great graphics and breathtakingly fast gameplay. Maybe a little easy for hardened blasters but is a lot of fun to play.

VIGILANTE

BEAT-'EM-UP
MASTER SYSTEM
70

It's a pity that Vigilante is only a one-player game because another vigilante on screen would have made this no end of fun. Still, it is a creditable coin-op conversion which is fun despite its simplicity.

VOLFIED

PUZZLE
MEGA DRIVE
80

It started out on the PC Engine, but now Volfied is appearing on nearly every computer/console format known to man. It's based on the tried and tested painter genre, but livens up the gameplay by throwing in aliens and slapping on some great backgrounds. A truly challenging game.

WANTED

SHOOT-'EM-UP
MASTER SYSTEM
81

Scrolling from left to right, with people popping up out of doors and windows. You have to draw fast but be careful, not everyone is a criminal. A continue option means you will finish it after a couple of attempts. A fun Light Phaser game.

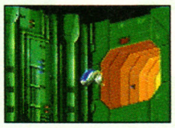
WARDNER SPECIAL

ARCADE ADVENTURE
MEGA DRIVE
54

Travel through the forests in this mediocre romp.

Visually, all the characters remind you of Mario, but looks can be deceiving. While all the essential elements are there, most people will soon get dissatisfied with the overall lack of attention to detail.

WHIP RUSH



SHOOT-'EM-UP
MEGA DRIVE
83

This is one of the few shoot-'em-ups that stands out from the crowd. The backgrounds are superb and scroll along at a fast rate. Main sprites are also very attractive, and quite original in presentation. Above all, this is very, very playable. A shoot-'em-up great.

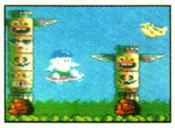
WINGS OF WOR

CAMERA SHY

SHOOT-'EM-UP
MEGA DRIVE
88

Fast, fun and very playable. The best bit about Wings of Wor is undoubtedly the guardians at the end of each flying stretch: big, detailed and very disgusting. Through caverns you'll race in the vain attempt to squash the evil on the planet Iccus. Excellent.

WONDER BOY



ARCADE ACTION
GAME GEAR
84

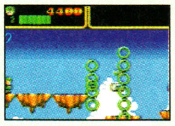
Finely detailed graphics and an amazing amount of playability in this very addictive game. Great sound effects used throughout, great fun to play. Be warned that this game is known as Revenge of Drancon in the USA, so don't get both!

WONDER BOY

ARCADE ADVENTURE
MASTER SYSTEM
84

WB must wonder through all the levels killing or avoiding all the monsters he comes across. At the end of each stage is a mega monster that will need swift action to destroy it and progress to the next stage. The first WB adventure is starting to show its age now, but is still a playable game.

WONDER BOY III - MONSTER LAIR



ARCADE ADVENTURE
MEGA DRIVE
76

One or two players can team up in the latest in the Wonder Boy saga. Walk through multiple levels attacking aliens and wiping out level guardians. Nine levels of arcade adventuring action as you rid the world of the monsters. Nice cute graphics but limited gameplay and very repetitive.

WONDER BOY - MONSTER LAND

CAMERA SHY

ARCADE ADVENTURE
MASTER SYSTEM
90

There are 12 levels in all and the action is fast and furious to put it mildly. Buy it, play it, you won't regret it. Honest. A true classic. One of the best.

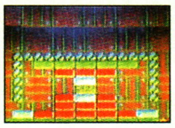
WONDER BOY III: THE DRAGON'S TRAP

CAMERA SHY

ARCADE ADVENTURE
MASTER SYSTEM
97

Wonder Boy's latest and greatest adventure. Starting out in the Monster's castle in Wonder Boy Monster Land you have to hack your way through to the dragon's lair. Small shops will provide you with extra weaponry, but at a price. This could qualify for the best game ever on the Master System.

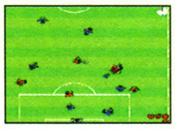
WOODY POP



ARCADE ACTION
GAME GEAR
86

Break-Out game. Average graphics and tricky gameplay. Still, very addictive and quite enjoyable to play. Will prove far too frustrating for most Pros.

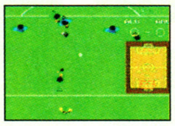
WORLD CUP ITALIA '90



SPORTS SIM
MASTER SYSTEM
72

The action is some of the fastest seen on the Master System. This version even has some improvements on the Mega Drive one. It will be interesting to see how this fares when the Master System version of Kick Off comes out in December.

WORLD CUP ITALIA



SPORTS SIM
MEGA DRIVE
87

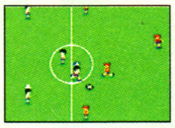
The classic footy game on the Mega Drive, but soon to be challenged by Super Kick Off and Champions of Europe, both of which should make it look very dated. However, World Cup Italia 90 contains very detailed, large graphics and fast-flowing action with loads of different moves to utilize. Like most sports games, if you can find a friend to play against, it turns into a very addictive game. Our advice is to wait a few months and see what else might appear on the Mega Drive.

WORLD GAMES

SPORTS GAME
MASTER SYSTEM
75

World Games is one of the oldest in the Games series and is starting to show its age. It isn't a patch on California Games , but a thankful improvement on Summer. Every event is still fun to play, and quite original in most respects.

WORLD SOCCER



SPORTS GAME
MASTER SYSTEM
78

Two players can compete in an eight team national tournament. The graphics are big and bold and although the game may look quite simple, it is in fact quite fun .

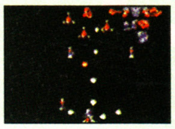
WRESTLE WAR

CAMERA SHY

SPORTS SIM
MEGA DRIVE
94

Two players can take part in this grunt and groan frenzy. Great graphics and some sensational moves make this a brilliant game. An absolute must for any wrestling fan.

XENON II: MEGABLAST



SHOOT-'EM-UP
MASTER SYSTEM
85

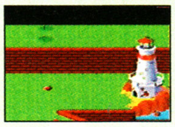
The latest pretender to the shoot-'em-up crown. What you have in this packed cart is a fast game with loads of challenge. One of the toughest on the Master System, if you enjoy a challenging blast, get this.

Y'S: THE VANISHED OMENS

RPG
MASTER SYSTEM
85

A huge RPG but not as much fun to play as Phantasy Star . Real RPG aficionados will revel in its complexity, conversely you should stay well away if you're new to the genre.

ZANY GOLF



SPORTS SIM
MEGA DRIVE
80

A very curious game. Average graphics and sound but there is something about the simple gameplay that keeps you coming back for more.

SEGA pro GUIDE TO ADD-ONS Part 2

We knew it would happen. After last month's ginormous run-down of every Sega accessory we could get our hands on, what should happen but a sackful more of them arrive on the SegaPro doorstep. Luckily for you, we knew something like that would happen, so these two glorious pages have been put aside to cover them all in their full matte black glory. Add-on... Rave on...

UNIVERSAL CARRY CASE

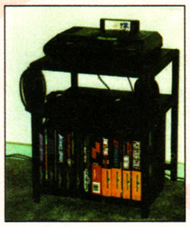
SUPPLIER: Console Concepts
Unit 18, The Village
Newcastle-under-Lyme
Staffordshire ST5 1QB
TEL: (0782) 712759
PRICE: £18.99
SYSTEM: MD

Console Concepts have commissioned a top carry case manufacturer to produce their own badged Universal Carry Case designed specifically for the Mega Drive. How many of you have carted your beloved hardware over to a mate's house in nothing more protective than a well-known supermarket's portable food container (ie, a carrier bag!)?

Well now your problems are over. This rugged nylon case is stylishly finished in fashionable black and bears the distinctive Console Concepts logo. Your Mega Drive fits snugly inside but unfortunately so snugly there's only just room for it, and that means you're still going to have to find somewhere to put all your leads, carts and add-ons. We managed to squash in a single joypad on top but that was it. (Maybe it was secretly designed for the Game Gear.)

MEGA-STAND

SUPPLIER: KMA Engineering
Unit 12, Cotteswold Dairy
Industrial Estate
Tewkesbury
Gloucestershire GL20 8JE
TEL: (0684) 296610
PRICE: £59.95 (£6 p+p)
SYSTEM: MD



With dust covers and carry cases, your console is always taken care of while on the move, but how can you look after it within its normal environment? Well, KMA Engineering have come up with just the solution. The Mega-Stand is just what every stylish, space conscious Mega Drive owner should have. It not only holds the Mega Drive, there's also room beneath for 11 carts in their boxes, and a shelf for your Powerstick, joypads, Phaser, etc. The unit may sound a bit steep at £60, but this is one of the most solid bits of hardware you're likely to come across. The black ash wood is all housed in a steel frame that will stand up to no end of beating. In fact, the whole look of this unit is power with style, and the ideal housing for all yuppie Mega Drives.

PRO-2

SUPPLIER: SegaPro Savers!
7a Wicker Hill
Trowbridge
Wiltshire BA14 8JS
TEL: (0225) 765086
PRICE: £13.99
SYSTEM: MD, MS

This joypad was definitely designed with the Mega Drive in mind. In fact, it looks practically like the official one. But there is one extra button, the set switch. Pressed with the start button, this will throw you into rapid pause mode, effectively slowing the game down. All the buttons have independent rapid fire, and jolly good it is too. This is the shoot-'em-up fan's ideal weapon, it even comes with a screw-in stick to turn it into a yoke.

DUST COVER

SUPPLIER: Console Concepts
Unit 18, The Village
Newcastle-under-Lyme
Staffordshire ST5 1QB
TEL: (0782) 712759
PRICE: £6.99
SYSTEM: MD

Also , from Console Concepts is this dust cover, once again in well-trendy black with sexy red trim, and their cool logo topping it off.

This not only acts as a dust cover but is also highly waterproof, thus protecting your most prized possession from short-circuiting when you spill the entire contents of your drinks cabinet all over it. We can vouch for its safety, as it has saved our machines from several large Cokes already!

It also has a cut-away front, allowing you to keep your joypads plugged in when not in use, thus saving port-wear.

Buy one now and sleep safe in the knowledge that your MD is wrapped up warm, too!

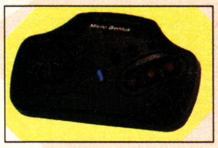
SJ-3500 JOYPAD

SUPPLIER: Console Concepts
Unit 18, The Village
Newcastle-under-Lyme
Staffordshire ST5 1QB
TEL: (0782) 712759
PRICE: £15.99
SYSTEM: MD

The final item from those cheeky console chappies oop North is this rather normal-looking joypad. In fact, wait a minute, it's exactly the same as the standard ones that you get with the MD! Oh, no it isn't. The start button is blue as opposed to off-white. Apart from that, though, there's no difference. This is the Japanese imported version and that's probably why there's a quid discrepancy with the official one. Kudos seekers will no doubt buy this one.

TIJ-308 MICRO GENIUS REMOTE CONTROLLER

SUPPLIER: Datel Electronics
Govan Road
Fenton Industrial Estate
Fenton
Stoke-on-Trent ST4 2RS
TEL: (0782) 744707
PRICE: £29.99
SYSTEM: MD



Now here's some serious head-turning hardware.

This unit comprises a receiver, which has two leads that plug into both joypad ports and a cordless controller, complete with slomo button, one/two player toggle and speed control switch. It also has an on/off switch as the hand unit needs two AA batteries to transmit the necessary signal.

The reason that the receiver takes up both ports is that for the rather reasonable price of £14.99 (the price of a standard joypad!) you can purchase another remote handset. What this boils down to is that you and your chums can sit where you like in the room, up to six metres from your MD, and kick ass without all of those sloppy leads.

It looks flash, performs excellently (even at max distance!) and The Pros have nary a bad word to say about it. Also, when you've got enough dosh for a Mega-CD, it can be used as a remote controller for that too! Gee whizz, mom, can I get one?

ZY-FI STEREO SPEAKERS

SUPPLIER: Evesham Micros
Unit 9, St Richard's Road
Evesham
Worcestershire WR11 6XJ
TEL: (0386) 765500
PRICE: £39.95
SYSTEM: MD, GG

More and more hardware manufacturers are turning on to the fact that us games-players want style as well as function. Zydec, part of the Evesham Micros conglomerate, are no exception. Their external speaker system comprises two identical slimline black towers with three speakers in each and an amplifier unit, and will complement your existing set-up perfectly. They pump out a full range of sound, from throbbing bass (4 yo' face!) through a meaty mid-range up to crystal-clear treble.

They plug into your headphone port, so they won't work on the Master System, and at the slimline price of £39.95 are far cheaper than getting a dedicated amp and speakers.

MEGA-CD

SUPPLIER: International Computer Entertainment (ICE)
17 Doncaster Road
Goldthorpe
Rotherham
TEL: (0709) 881873
(0302) 751428
PRICE: £325 with any game
SYSTEM: MD

What can we say about this ultra-fantastic Space Age gizmo that hasn't been already said? It's got the capacity for massive games, ultra-fast, ultra-smooth animation and sound so realistic you'd be forgiven for thinking your next door neighbour had just slaughtered his wife and kids in a mad axe frenzy!

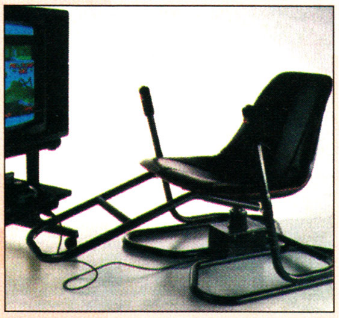
In fact, it works out that each CD is capable of storing 4400Mbits, which is more memory than the sum of all MD software put together!

But more than that, the graphical enhancements – such as real-time 3-D vector rotation and hardware scaling – make this the most staggeringly awesome hi-tech toy on the market to date. (And all we do on ours is play audio CDs – shame!)

The only problem is that it's doubtful if many (or any!) programmers will utilise all of that lovely RAM. The unit should work on all Mega Drives, but the sound will be out of sync if run on a UK machine. We recommend UK machine owners wait for the official unit to come out late this year for around £299. Also, Sega say that any UK-sourced software will only work on UK machines, and Jap games will only work on Jap machines.

SEGA CHAIR

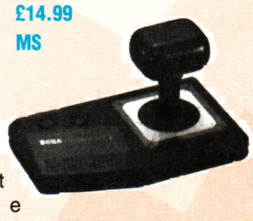
SUPPLIER: TV Games
11 Castle Parade
Ewell By-Pass
Ewell
Surrey KT17 2PR
TEL: (081) 7867816
PRICE: £99
SYSTEM: MD



Similar in design to the Games 2000 Superchair reviewed last month, but looking far superior. Connecting directly to your MD, it's really quite strange when you think about it; a joystick you sit on. Actually it looks most comfortable. Finished in padded black synthi-leather (to save the lives of many of our bovine friends, of course), you control movement onscreen by leaning in the direction you intend to go (weird!). At this price, though, only the more affluent can afford it (the cue starts behind Les).

SEGA CONTROL STICK

SUPPLIER: TV Games
11 Castle Parade
Ewell By-Pass
Ewell
Surrey KT17 2PR
TEL: (081) 7867816
PRICE: £14.99
SYSTEM: MS



This joystick has got the strangest handle around. It's larger than the shifter in a trucker's left hand. This is, seemingly, for more precise gaming control. Hmm...

Construction is sturdy enough but the controls are reversed from the joypad standard (up is down, down is up) so it may feel more at home controlling a plane than a hedgehog.

SEGA 3-D GLASSES

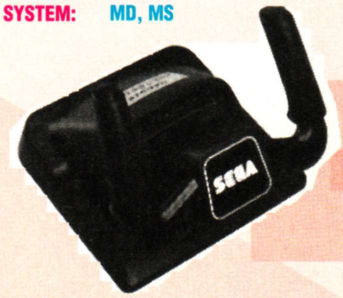
SUPPLIER: TV Games
11 Castle Parade
Ewell By-Pass
Ewell
Surrey KT17 2PR
TEL: (081) 7867816
PRICE: £39.99
SYSTEM: MS

Now these look a bit cool. Talking of Arnie (which we weren't), these look suspiciously similar in design to the shades that he wore in Terminator 2.

They have slots at the rear for elastic to be attached so they won't fall off your head during high-speed shootouts, and promise full 3-D effects. But as they're discontinued, we haven't tried them out and therefore can't vouch for them.

HANDLE CONTROLLER

SUPPLIER: TV Games
11 Castle Parade
Ewell By-Pass
Ewell
Surrey KT17 2PR
TEL: (081) 786 7816
PRICE: £39.99
SYSTEM: MD, MS



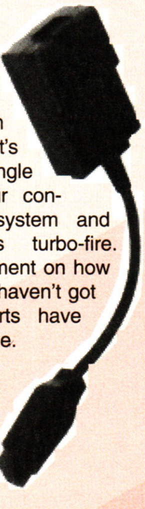
What an original name, eh? That must have taken some hard thinking. Actually this isn't bad. It's in the style of a cockpit yoke and has two fire buttons on the base and one on the tip of each handgrip for precision thumbing.

Best uses for this will be flying, and possibly driving sims. Or perhaps it'll gather dust as a Space Age ornament as it too has been discontinued.

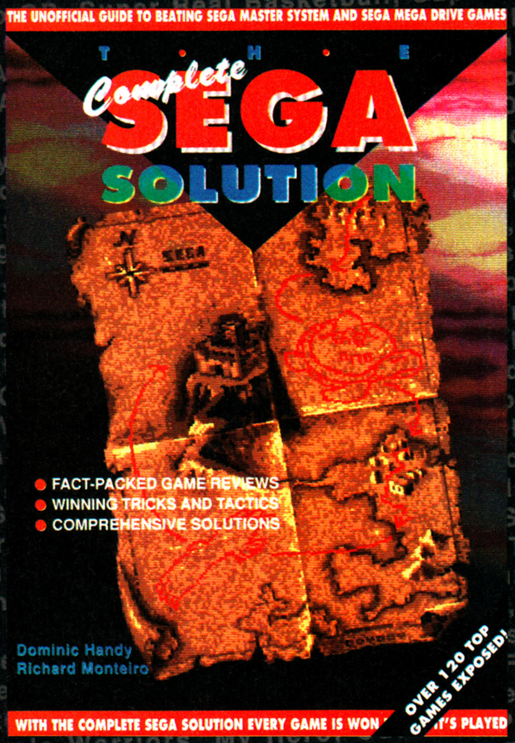
RAPID FIRE UNIT

SUPPLIER: TV Games
11 Castle Parade
Ewell By-Pass
Ewell
Surrey KT17 2PR
TEL: (081) 7867816
PRICE: £5.99
SYSTEM: MS

Necessary for all shoot-'em-ups, a rapid-fire is standard equipment in every space cadet's arsenal. This dongle goes between your controller and your system and reputedly provides turbo-fire. Hard for us to comment on how well it works as we haven't got one, but all reports have been quite favourable.



WINNERS DON'T USE DRUGS...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THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

PROTALK

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and invite them down to the SEGAPRO offices.

While you're here, you'll get the chance to play all the top games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fancy becoming a reviewer for the day, send your name, address and telephone number to *ProTalk, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

SPIDE

**"Spider-Man, Spider-Man,
Does whatever a spider can,
Spins a web any size,
Catches crooks just like flies,
Watch out, here comes the Spider-Man!"**

Whilst working in the school science lab, mild-mannered Peter Parker was bitten by a radioactive spider which irrevocably altered his life.

Since then he's been dressing-up in a Lycra body-stocking and eating flies. (Ah well, such is the way with these strange superhero-types.)

In this, the Game Gear first comic translation, you are faced with five missions to complete in order to restore Parker's name.

The evil Kingpin has planted a bomb in the harbour and if Spidey can't find the five clues to its whereabouts then it's goodbye New York Harbour!

At last, the web-spinner has hit the smallest screen of all. And being a Nineties kinda guy, he's on a mission not only to clear his name but also to prevent the harbour from being irreversibly polluted for generations to come by disarming the bomb planted by The Kingpin.

On his journey through New York, Spidey encounters many of his old adversaries and battles his way through both them and their henchmen on his eco-friendly trip.

Before he can begin, though, he has to make his way to the Daily Bugle (where alter-ego Peter Parker works) in order to pick up his camera, which he can use to collect evidence to prove his innocence.

The first contact we have with our arachnid-loving hero is a classic piece of Marvel artwork; Spidey swinging past a row of New York brownstones, his name emblazoned across the skyline in glorious red, blue and black.

Next comes the storyboard. Stan Lee himself would be proud of these illustrations as The Kingpin broadcasts his message across network TV in his devious attempts to discredit the wall-crawler.

Then it's straight into the action with New Yorks' Finest peppering you with a hail of bullets as you climb the outside of the Daily Bugle. Once past them and into the window on the top floor you are confronted by your editor (gulp!) Jonah Jameson. His beef with Spidey is apparent as he tells you, as Peter, to go and get some photographic evidence of Spidey's guilt. You have other thoughts on this matter and set out to vindicate yourself.

The first of your forays begins in the Dockyard Warehouse, with you webbing-up the thugs and then punching and kicking them (and their pet dogs) to death.

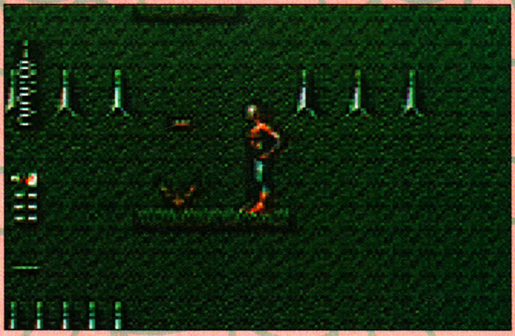
When you have successfully slaughtered all of the occupants of the building, your spider sense tingles, informing you of the approaching level guardian.

Dr Octopus is your first major opponent and watch out, his tentacles will soon sap your spider-strength. Remember to take a couple of snapshots before offing him, as his very presence is major evidence.

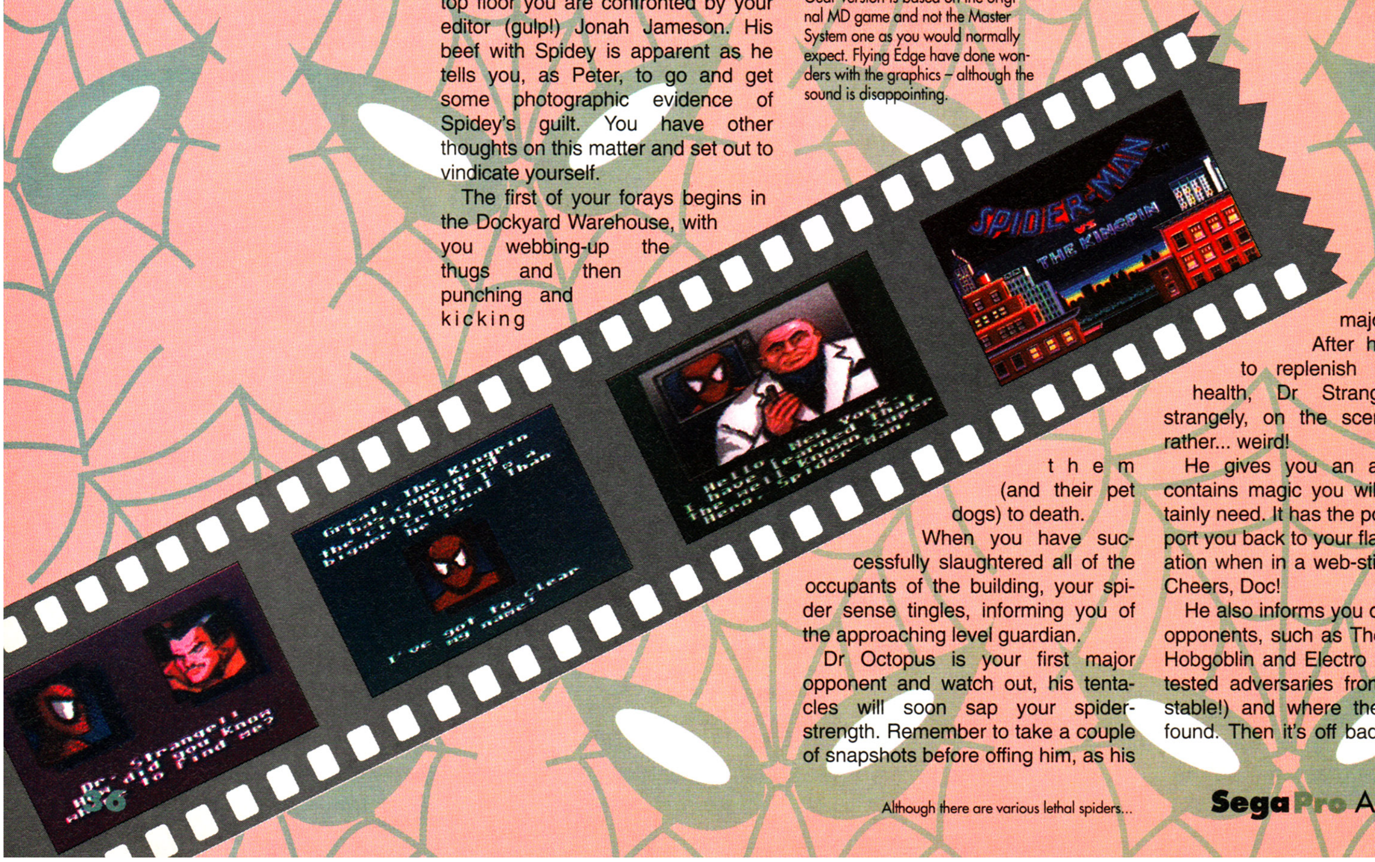
After having a rest to replenish your spider-health, Dr Strange appears, strangely, on the scene and acts rather... weird!

He gives you an amulet which contains magic you will almost certainly need. It has the power to transport you back to your flat for recuperation when in a web-sticky situation. Cheers, Doc!

He also informs you of your further opponents, such as The Lizard, The Hobgoblin and Electro (all tried-and-tested adversaries from the Marvel stable!) and where they are to be found. Then it's off bad-guy-bashing

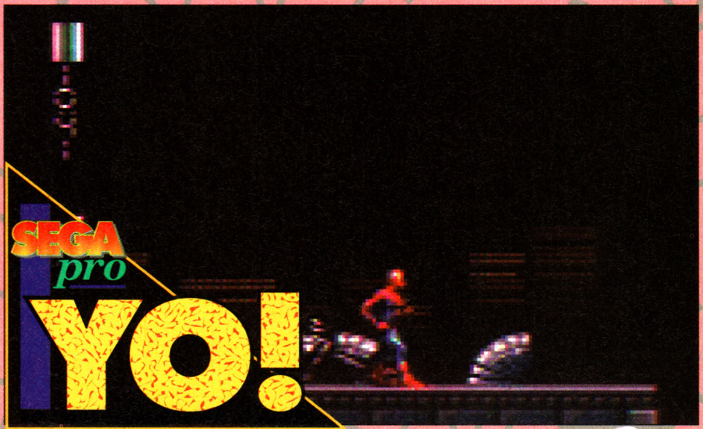


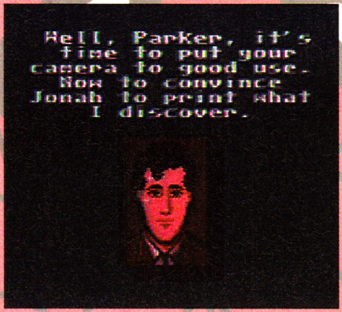
As all Mega Drive owners will now be saying to themselves, the Game Gear version is based on the original MD game and not the Master System one as you would normally expect. Flying Edge have done wonders with the graphics – although the sound is disappointing.



Although there are various lethal spiders...

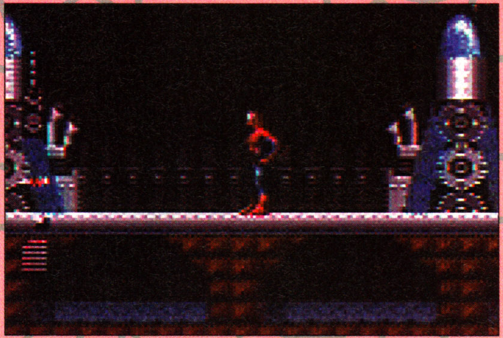
R-MAN





Well, Parker, it's time to put your camera to good use. Now to convince Jonah to print what I discover.

(Left) This is one of the many story-line screens that are interspersed at the end of every level. All of these could come direct from a Stan Lee cartoon.



again, in search of those elusive evil-doers.

The graphics in *Spider-Man vs The Kingpin* are absolutely unprecedented on the Game-Gear. The only piece of software coming close is, of course, *Sonic*. The backdrops are cartoon-quality and the parallax scrolling imitates 3-D perfectly, hiding you as you pass behind sprites positioned in the foreground.

Character animation is superb. Spidey himself jives along as if he has his Walkman on, his fists and legs flying out colourfully to wallop the bad guys (themselves masterfully animated), ranging from lizard mutants to the tiny, but lethal, rodents.

The guardians' diversity is another plus-point, from Dr Octopus' tentacles to the Lizard's hang-glider, and in keeping with the rest of the game is oh-so silky-smooth.

Musically, *Spider-Man* remains professional (although I would have liked to hear the original cartoon theme tune!) with a choice of three in-game jams. Whilst not sounding monotonous, these soon become mildly distracting and, thankfully, can be turned off at the options screen.

Firing your web at either an opponent or the ceiling produces a splat noise, and jumping, punching and kicking all have the appropriate effects to sound as realistic as you can through the Game Gear's feeble speaker.

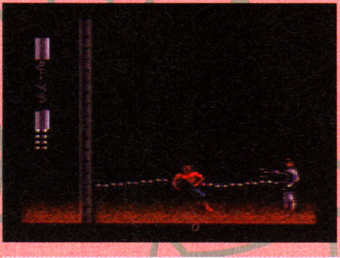
Playability is the major factor in creating a software masterpiece and Flying Edge (Acclaim's name for their new Sega label) have not forgotten it. No dodgy collision detection here, just hardcore action all the way, with Spidey's mettle being tested on every turn.

Spider-Man jumps straight into the number one spot on my Game Gear chart, pushing *Sonic* into second place and *Columns* down to third.

I haven't yet killed The Lizard but let it be known that I shalln't rest until he's safely cocooned in my lair.

● **James "bird-eating" Scullion**

PROTIP Save your limited web-power for level guardians. You'll need it to obstruct their special weapons. Once they're in a tangle, get trouncing!



PROFILE SPIDER-MAN ● FLYING EDGE ● £24.99 ● OUT JUNE

CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Acclaim UK
4 Walcote Place
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Hampshire
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GRAPHICS ▲ Sumptuous cartoon graphics. ▲ Spidey fans will go ape. (?	96
SOUND ▲ Bang! Crash! Wallop! ▼ Where's the original theme?	72
GAMEPLAY ▲ Spidey is a wall-crawler's dream. ▲ Great feeling of swinging and crawling	95
CHALLENGE ▲ Very tough after the first few levels. ▲ Aunt Agatha hasn't completed it yet	85

Marvel-lous! Packed with great (and challenging) cartoon action.

PROSCORE 92

the only dangerous arachnid in Britain is Les's wig.

AVAILABLE IN JAPAN

SD VALIS

MEGA DRIVE

Welcome to the wonderful world of *SD Valis*. This is a place where Japanese schoolgirls' psychopathic fantasies become reality!

Valis, our heroine, falls asleep over her school dinner (sushi-burger and chips) and wakes to find herself in a strangely surreal cityscape populated only by creatures intent on her untimely demise.

Being a smart young gal she soon realises that the only way to ensure her survival is to annihilate each and every life-form that comprise the indigenous fauna.

Luckily for her, she has several weapons at her disposal. Ms Valis also the option to go shopping for some high-fashion designer armour, which can enhance her speed, weapon type and shot power necessary for her survival. Valis's only problem is keeping her blue-rinsed hair in place throughout the adventure.

Mega Drive Cartridge
メガドライブ専用
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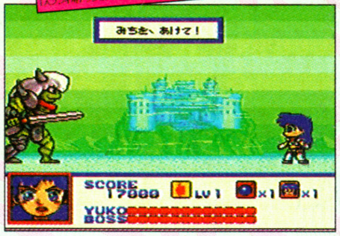
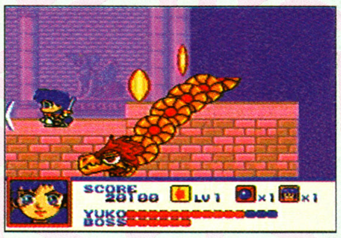


As Yuko, you feel somewhat uneasy at the prospect of facing this monstrosity on one of the earlier levels.

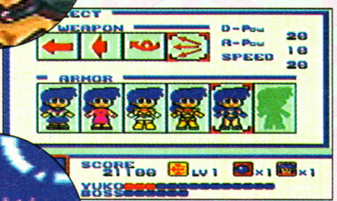


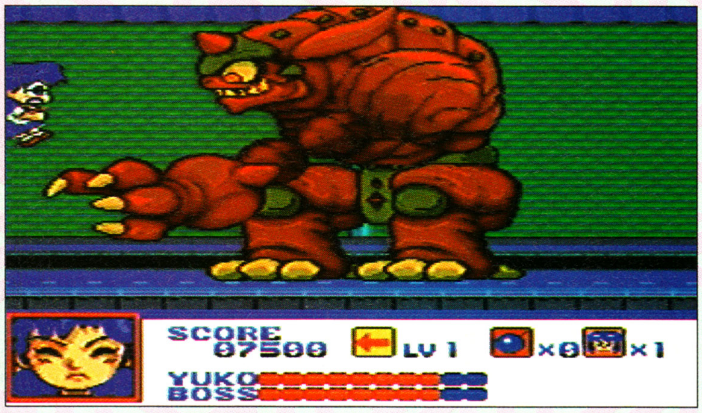
The intro graphics, in fact all of the graphics, are almost an industry standard in Japanese animation now; the market being flooded with images of wide-eyed precocious youngsters. It's rather reminiscent of, and partially due to, the likes of Battle of the Planets, Akira, and more recently the Ghostbusters and Turtles cartoons.

This is prime "cutesy" material, most of the adversaries looking more cuddly than cut-throat. The only vaguely scary monster I came across was the 30 foot troglodyte waiting for me at the end of stage 1-3. Saying that though, the graphics are well-defined and nicely coloured, ranging from killer kangaroos to what looked to be flying kiwi-fruit!

The musical accompaniment is, quite frankly, a rather bland affair. This fairly repetitive and rather soulless dirge plods its way along throughout the game. The sound effects are no different, with just beeps and pings informing you that you have pressed the fire button or collided with an enemy.

On the playability side of things, *SD Valis* scores quite well. A fluid movement helps the game overcome its sound deficiencies, and everything onscreen moves with just enough speed to keep you on your toes. The controls also help by being both simple and effective, whilst using all three buttons for shooting, jumping and even somersaulting.





Most of the sprites only take one shot, but don't get too close as explosions can kill, and if things get a bit hectic on screen you'll find one of your two precious smart bombs very handy.

The guardians awaiting you at the end of each sub-stage come in two varieties. The "Bosses", as they are quaintly known, are relatively easy to dispatch, being slower moving and more vulnerable than the latter. These are the real "Big-Boys" and can take the form of full-screen nightmares which just require precision shooting to dispatch. On doing so you are rewarded with a new set of clothes (the old ones must have been ruined by that darned trog) and you begin the next, noticeably harder, level.

Valis is frustrating enough to come back to a few times but I found the repetition of reaching the same play area each time only to be stomped by the same adversary rather tiresome.

The main character is a girl; a factor which the female readership will know only too well is rather lacking in games at present. I would, however, suggest that unless you're a diehard feminist or a "cutesy-platform-romp" kinda person then save your pocket money for something else.

● **James "big eyes" Scullion**

PROTIP **Bosses only sustain damage to the head, so don't waste time aiming at their ample bodies!**

Make sure you've always got the best armour possible by regularly checking and updating your status on the options screen.

PROFILE

SD VALIS ● LASER SOFT ● £34 ● IMPORT

CART SIZE	4Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	1
FEATURES	n/a

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GRAPHICS ▲ Colourful, fun and friendly. ▼ Nothing new in the style stakes.	70
SOUND ▼ You'll fall asleep listening to the music. ▼ Where were the explosions?	40
GAMEPLAY ▼ You'll fall asleep listening to the music. ▼ Where were the explosions?	70
CHALLENGE ▲ Levels get progressively harder. ▼ Not enough content to make it difficult.	65

Half a day's fun at max – give it a miss.

PROSCORE 65

Prince Phillip will like this one.

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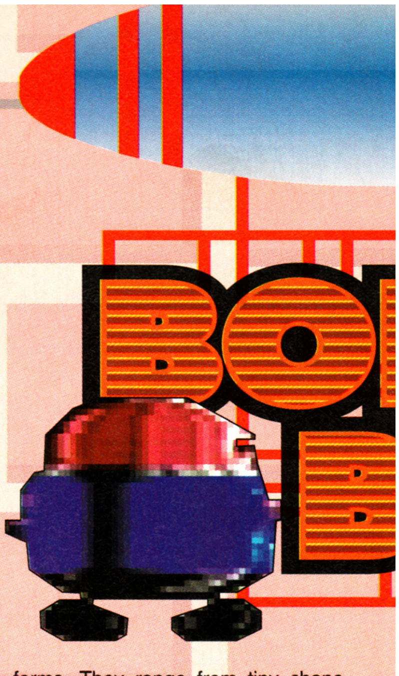


Badville has really gone to the dogs recently. Some hoods have set up a rigged casino and a counterfeiting operation, but the Chief of Police is powerless to arrest them without some solid evidence.

So what does he go and do? Only what any self-respecting custodian of the law would do; he blackmails a couple of ex-cons into doing his dirty work for him. Why he doesn't just plant some evidence (standard procedure, I'm led to believe) is beyond me, but there you go.

Anyway, you play the part of one of these two likely lads, given the unfortunate handles of Mobo and Robo. Your job is to dig up the dirt on the real hoodlums so the Chief can close them down.

ACTION
SEGA
BONANZA BROS

We reviewed a completely official UK version of *Bonanza Bros* (makes a change!) which we got from the ever-efficient Kingbit Games on (031) 3134204 for just £34. Phone them now and ask Dave if he's bashed up his new car yet.

Anyone out there never heard of the Blues Brothers? Well if you haven't, then tough because I'm not about to enlighten you. Suffice it to say, they were the heroes of a cult Seventies film, book, record, poster, etc. Well these guys are their digitised counterparts. One short and fat, the other tall and thin, and both of them wearing sun-glasses. The only things that they're missing are their trilbies.

On powering up you are given the storyline from the Chief, who sits behind a VDU which was strobing so violently I nearly threw a fit!

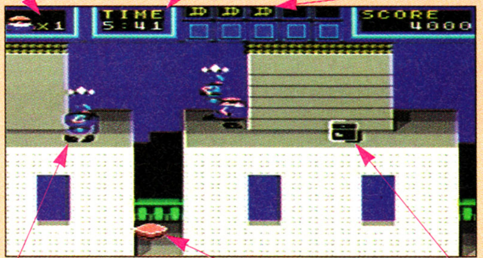
The game itself is rather pleasing. You have a sort of "oh no, the wall's fallen off the front of the house and there are people looking in" type of perspective which, being a net-curtain peeper myself, I found most gratifying. And even better, you get to nose around and nick various items of contraband.

I always played Robo (obvious really, as he's the handsome, intelligent one of the two), smartly dressed in his red Legoman uniform. In fact, on the graphical side of things, all of the characters look like Lego people. This doesn't detract from the feel of the game though, it gives it great character.

PROTIP To stun the security guards in riot gear, first get up close and then jump over them. All you have to do then is to give them a bullet in the back. Easy when you know how.

The security guards you come across guarding the various buildings that you have to infiltrate take many forms. They range from tiny chaps dressed in blue barely able to reach your head with their truncheons to rather larger, angry looking green chaps kitted out in full riot gear. And on the later levels they become vicious R2-D2 clones armed with killer claws as opposed to clubs.

To get past them Robo (or Mobo) can either jump over them or shoot them with his short-range blaster, which will temporarily stun them. Most of the hoods will try to club you, but some have shooters themselves and their guns don't stun, they kill, so gangster recognition is the order of the day. Also, the Don is strolling the premises fully tooled up so shoot him for extra points. (You'll recognise him by his rather dapper top-hat.)



Only one Mobo left, better get that booty pronto or it's the clink for you.

The time limit can be set for Rolex precision looting.

Each dollar sign indicates a treasure found. It also doubles up as the map when paused.

Armoured guards are the most formidable foe. Run and jump like crazy to avoid.

Springs catapault Robo and Mobo to new heights.

A quick sprint to the finish with this brief case stuffed with diamonds.

PROFILE

BONANZA BROS ● SEGA ● £34.95 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	10
SKILL LEVELS	8
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
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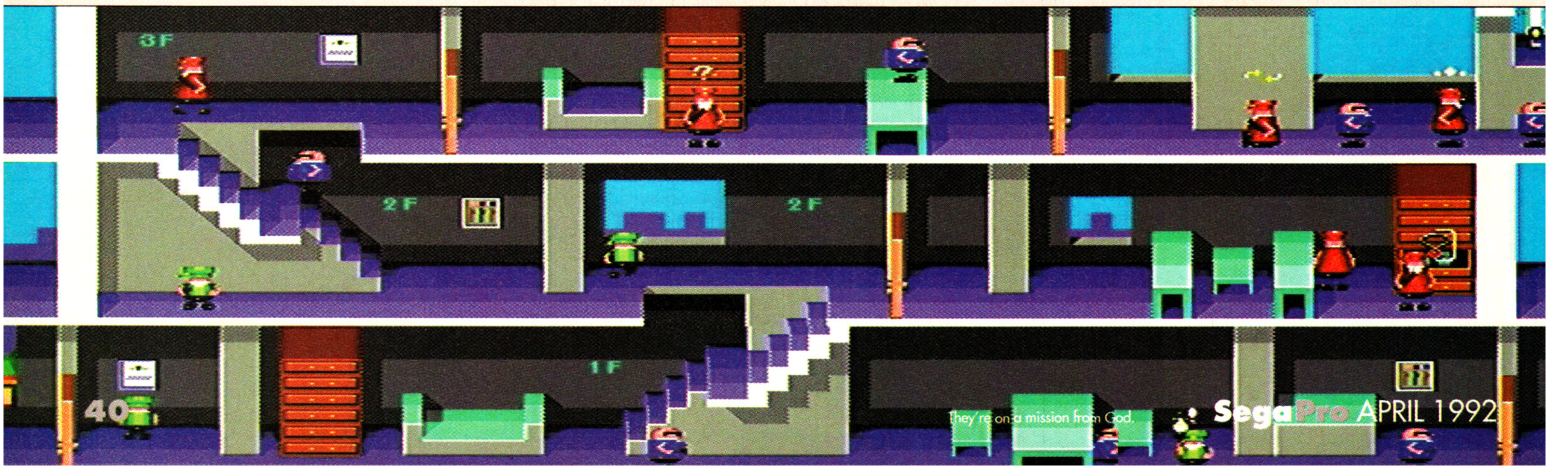
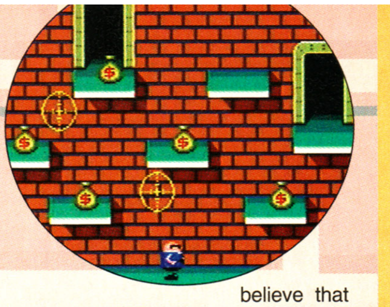
The scenery's in line with the rest of the graphics in that the programmers have gone for the minimalist approach. Different levels are accessed by bare stairways and you may have to jump the occasional chair or table, but that's it. Although if you progress to the later levels you'll come across my favourite graphic. This is a compactor that you lure the guards into before pressing the button and reducing them to a splat-mark on the floor.

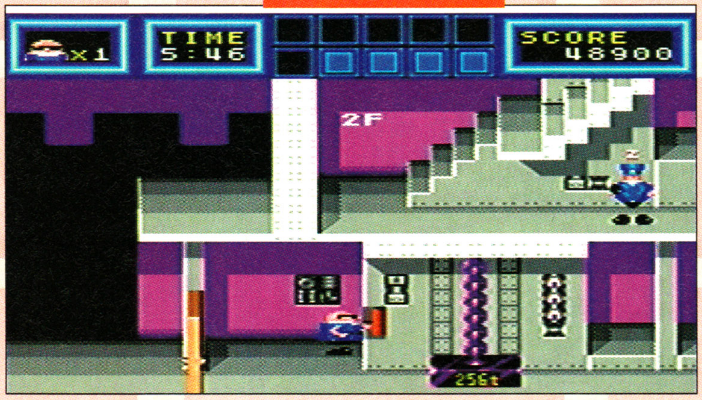
The intro soundtrack is one of those rather obviously computer-generated noises, but it doesn't play



They're on a mission from God.

NANZA ROS





Merciless robbers will perfect the technique of goading a guard under a press and squashing them under 200 tons of steel. Juicy!

throughout the game so be thankful for small mercies!

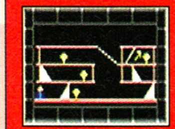
The gun sounds like a gun (just!) and several of the security force run around blowing whistles whenever they sight you (ravers, perhaps?), but that is the extent of the aural entertainment on offer. I would like to believe that the reason behind this is, as above, that gameplay is of paramount importance and not flash sound and graphics tacked onto an insubstantial game.

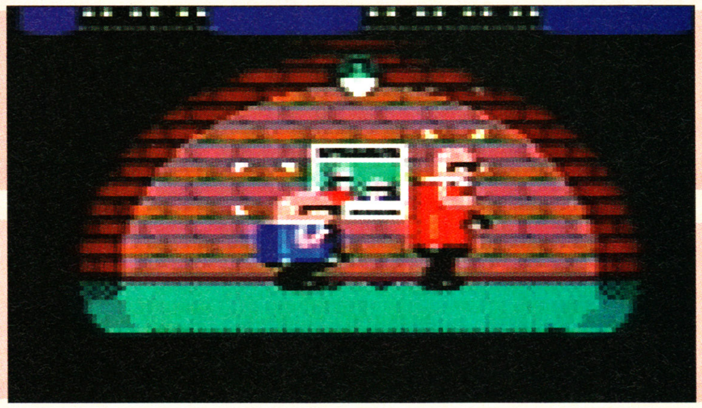
Where this game scores best is in the playability front. It reminds me of *School Daze*, an old Spectrum favourite of mine (only us wrinklies will remember that old chestnut!), and therefore can do no wrong, although hardened gamesters will complete it relatively quickly.

The thing is, it's so simple. And that's where the fun lies. Honest.

● **James "Elwood" Scullion**

PROTIP Pressing PAUSE during the game reveals a map of the level and indicates where collectables are to be found. Use it quickly and memorise it.





GRAPHICS **73**
▲ No graphical problems in this program.
▲ One time when minimalism works.

SOUND **45**
▼ A poor – brave? – attempt at speech.
▼ There's a very similar hum to my socks.

GAMEPLAY **76**
▲ Compacting coppers is great fun.
▼ Repetition, repetition, repetition.

CHALLENGE **71**
▲ Plenty of stages for the novice.
▲ Many levels, but easily completed.

Bonanza Bros **will have Jake and Elwood rolling in their graves.**

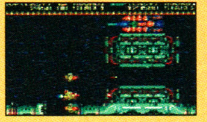
PROSCORE 75

ZAXXON 3-D

SHOOT-'EM-UP
MASTER SYSTEM
54

Zaxxon is a very old game and unfortunately not even the 3-D glasses could hide its odd perspective and dodgy collision detection. Give it a miss if you don't want to waste your money.

ZERO WING



SHOOT-'EM-UP
MEGA DRIVE
78

Another in a long line of shoot-'em-ups. Nice but nowhere near the best. Small graphics with multi-weapons. Easy to complete but fun nonetheless.

ZILLION

ARCADE PLATFORM
MASTER SYSTEM
76

Baron Ricks is up to no good. His Norsa forces are taking over and proving too strong for your own. It is up to you to travel to the centre of the Norsa system and defeat their invasion. Good fun, followed by a practically identical sequel.

ZILLION II

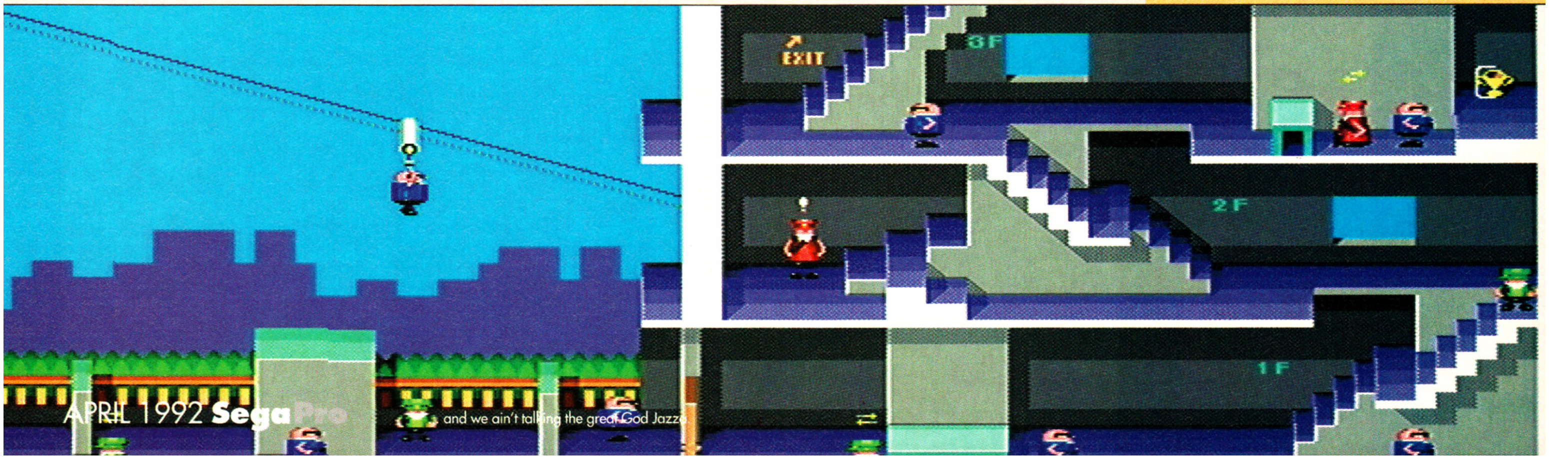
ARCADE PLATFORM
MASTER SYSTEM
74

There are eight stages in all for you to go through. Finish them and you will release the prisoners and put the evil Baron out of the picture for ever. A lot of action always going on. Good fun to play.

ZOOM

PUZZLE GAME
MEGA DRIVE
45

Painter game with a frustrating control method. Average graphics and sound with very little playability. Novel but not worth the money.



and we ain't talking the great God Jazzo.

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TWO CRUDE DUDES

The time is 2010. Judgement day has arrived. A nuclear explosion has brought New York to its knees. That plutonium beneath the Statue of Liberty went up and took the core of the Big Apple with it.

20 years on the residents of New York and a few outside organisations start to rebuild the once proud city. However, a twisted scientist is conducting experiments and turning people into mutants. He must be stopped before this mutant army overrun the city. The President of America calls a crisis meeting and asks for two volunteers to enter the city and attack the strangely named Big Valley mutant army.

Enter stage left, the two baddest tough guys around, enter Crude and Buster.

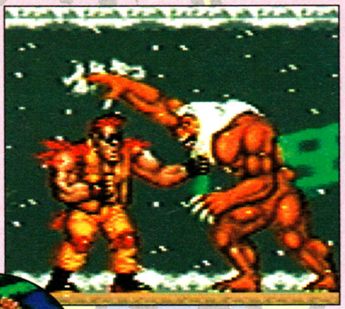
Two Crude Dudes (known as *Crude Buster* in Japan) in the arcades was certainly one of the craziest coin-ops around, so a console version was always expected and eagerly awaited.

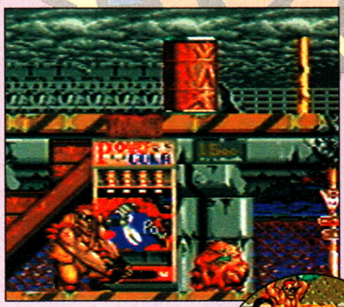
With a title like *Two Crude Dudes* you would hardly expect this to be the most serious game around, and the graphics superbly portray the cumbersome warriors as they stumble their way through the ruins of New York.

The two main characters are more than your average super heroes. Muscles like Schwarzenegger and the dress sense to match. No designer suits here, only rugged casual body armour. With all the moves that they can execute, these guys are fun to watch in action, but how come their shades never get broken?

Some of the backgrounds are a little plain, but you don't get a lot of time to stop and admire the scenery as the enemy attack from all directions.

The music is a near copy of the arcade tune and it thumps away in the background as you do the same to the Big Valley mutants.



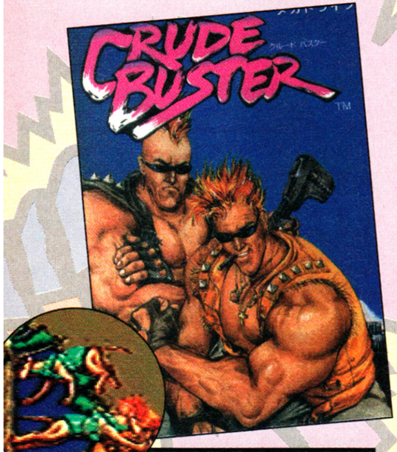


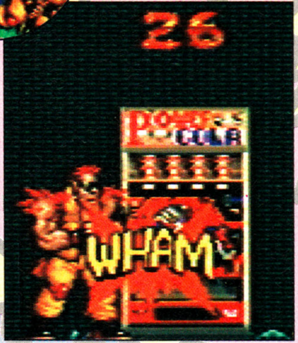
The sound effects are extra crunchy as you bash and smash your way through the mutant infested levels – I don't know exactly what noise would be made if you picked up a car and threw it at a mutant but I imagine this is pretty close. Excellent effects and music add to the sense of fun in this off-beat game.

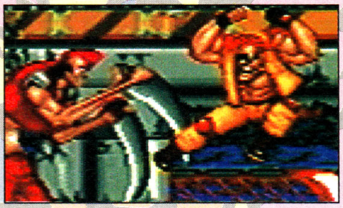
A lot of beat-'em-ups suffer from very repetitive gameplay, punch, kick and yawn. *Two Crude Dudes* is a lot different. When you get bored with hitting your opponents, you can always pick them up and swing them around a bit before chucking them against a wall. Or maybe you could pick up a car and throw it at them for a laugh. Little touches like this add so much to the longevity of a game, especially one that isn't exactly packed with loads of levels.

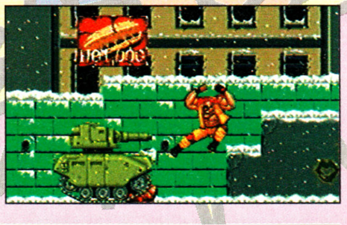
Two Crude Dudes is an ultra accurate coin-op conversion. It translates the action as well as the sense of fun, making *Two Crude Dudes* the *Streets of Rage* for 1992.

● **Les "Crude" Ellis**









PROFILE

TWO CRUDE DUDES ● DATA EAST ● £36 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	6
SKILL LEVELS	3
FEATURES	teamplay

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GRAPHICS 90
- ▲ Big, bold sprites look great.
- ▲ Everything is larger than life.

SOUND 87
- ▲ Well 'ard effects as you crash along.
- ▲ Neat music plays throughout; crank it up!

GAMEPLAY 94
- ▲ Simple concept proves successful yet again.
- ▲ Comes into its own in two-player mode.

CHALLENGE 92
- ▲ Loads of mutants and long levels.
- ▲ Even two-player mode is tough.

Move over *Streets of Rage*, *Two Crudes Dudes* are kicking ass tonight!

PROSCORE 91

Phew, we squeezed this one in at the last moment!

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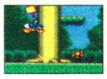

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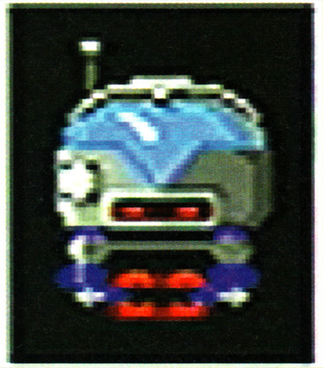
?Where in ti

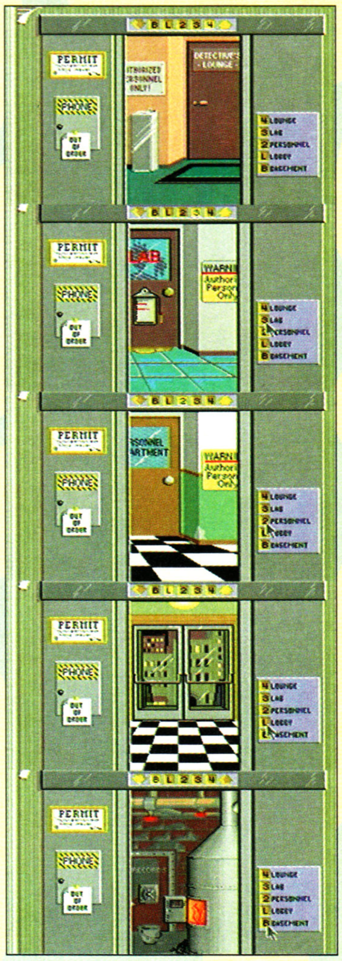
CARMEN SAN

Carmen Sandiego is a super villain with a difference. First off, she is a woman (and don't get villains of the female variety every day). Secondly she has the ability to send her henchmen through time to steal historical artifacts (another thing you don't see very often). But Carmen isn't interested in collecting them, she just wants to sell them at extortionate prices and throw the world upside down.

The Acme Detective Agency have been employed to track down Carmen and her henchmen before they can rewrite the history books and cause all sorts of time paradoxes. You are the new detective in town and you have been given the job of tracking her down. Of course, trying to track down criminals through time in a Ford Fiesta wouldn't be much use, so the agency have given you the new Chronoskimmer 326i time machine to use. With any luck, finding some of these crims will get you promoted off the bottom run of the ladder.

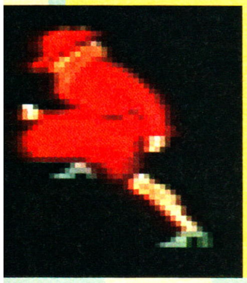
When stuff is given away with games, it is normally just a gimmick to make people think they are onto a good deal. With Carmen Sandiego, it's a little different. The encyclopaedia that is bundled with this game is an essential aid to playing the game. It's no mere pamphlet either, this sucker is the size of two normal Mega Drive game boxes and would look good in any boffin's book collection. Electronic Arts obviously haven't scrimped on this one.





CARMEN PROFILE

Full name: Carmen Sandiego
Sex: Female
Hair colour: Reddish-brown
Occupation: Former spy for the Intelligence Service of Monaco
Organisation: Brøderbund
Hobby: Tennis
Auto: 1939 Packard convertible
Feature: Never appears in public without her ruby necklace.
Other: Great fondness for Tacos.
Sightings: Where in the World is Carmen Sandiego?, Where in Europe is Carmen Sandiego?, Where in the USA is Carmen Sandiego, Where in Time is Carmen Sandiego?
Bibliography: World Almanac, Atlas of Europe, Fodor's USA, Desk Encyclopaedia.



PROFILE

CARMEN SANDIEGO ● SEGA ● £49.99 ● OUT

CART SIZE	8 Mbit
PLAYERS	1
STAGES	80
SKILL LEVELS	1
FEATURES	back-up

SUPPLIER
Electronic Arts
Langeley Business Centre
11-49 Station Road,
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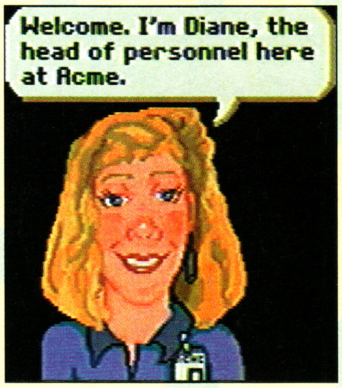
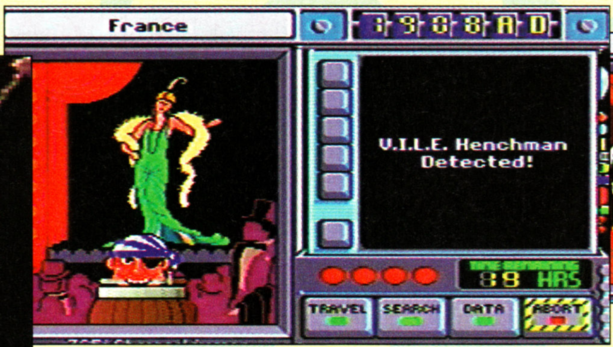


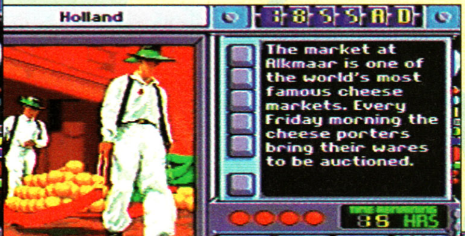
Welcome. I'm Diane, the head of personnel here at Acme.

Sequel: Where in Hell is Damian Butt?



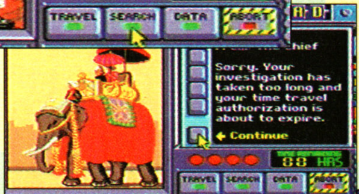
V.I.L.E. Henchman Detected!

88 HRS

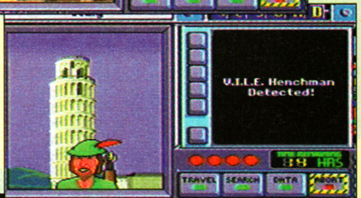


The market at Alkmaar is one of the world's most famous cheese markets. Every Friday morning the cheese porters bring their wares to be auctioned.

85 HRS

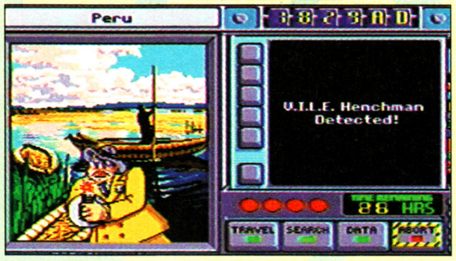


Sorry. Your investigation has taken too long and your time travel authorization is about to expire.



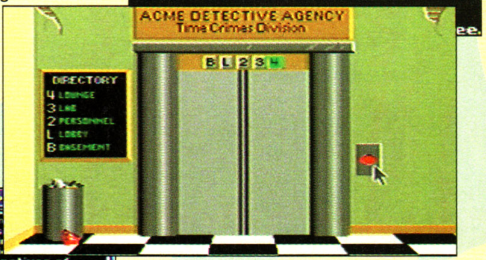
V.I.L.E. Henchman Detected!

From pre Christianity Mexico to ultra modern London you'll be travelling all over the place in pursuit of Carmen and her henchmen. Use your clues, use your head, use youir capture robots to do the really hard work, then back home to the future for tea and Neighbours.



V.I.L.E. Henchman Detected!

28 HRS

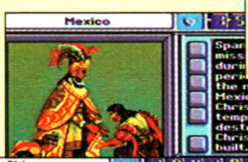


The introduction sequence is brilliant. It sets the atmosphere and makes you feel that you are enrolling on an important detective assignment. A lot of care and attention has been paid to the rest of the graphics. Each historical location has its own scene and most of these are simply wonderful. They are all bright and colourful, and instantly recognisable as time periods and places.

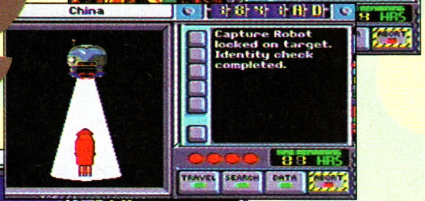
While most of the game is statics, there are also a few animated sequences in Carmen Sandiego. These are very humorous, with my personal fave being when you activate the capture droid and it chases the villain. After a brain-tickling adventure through time, the humour is great relief believe me.

Each individual location has its own piece of music, which is, of course, perfectly suited to the surroundings. Like the rest of the game, this has obviously been well thought out. There are also a bucket-load of spot effects throughout the game, and none of these could be any better than they are.

me is
IDIEGO?



Spa… miss… duri… peri… the natives of Mexico to Christianity. Indian temples were destroyed and Christian churches built.



Capture Robot locked on target. Identity check completed.

83 HRS

Italy
Mexico
Peru
Mexico
Peru
Exit
DATA

28 HRS

Be careful. It's hot!

The gameplay is, as they say, simple yet addictive. Gathering evidence and piecing the clues together till you have enough to issue a warrant and nail the suspect couldn't be simpler. The controls are very easy to use, so at any age you shouldn't be afraid of tackling this game head on (so long as you can read an encyclopaedia).

The only drawback I can find in Carmen is that the gameplay, although simple, can get a bit repetitive after a while. You seem to spend a lot of time questioning witnesses and informants. In fact you spend most of your time doing it. But that aside, Carmen is a fine game.

There can't be many games around where you actually learn something while you are playing, but this form of "edutainment" deserves to take off, if not for its originality then for EA's courage in launching it. (It's also a great excuse to get a new game: "I'll be learning loads of historical facts while I play, mum. Can I have the 50 quid now?"

The battery backed cart means that you don't have to keep starting from the very beginning every time you turn off the machine and there is a password option if you want to start any assignment with a clean sheet. Both of these options are fast becoming essential in games as they become bigger and more complex.

EA like breaking new ground with their games and Where in Time is Carmen Sandiego? is the latest in a long line of EA smash hits. Carmen is a refreshing change and a shot in the arm for a Mega Drive seemingly drowning under a pile of mindless shoot-'em-ups. Playing this game is an immensely enjoyable and interesting way to spend a few hours – and who could ask for more?

● **Les "The Doctor" Ellis**

GRAPHICS 85
▲ Beautifully drawn historical scenes.
▲ Classic introduction sets atmosphere.

SOUND 90
▲ A multitude of musical delights.
▲ Loads of original and weird effects

GAMEPLAY 80
▲ History lessons were never this much fun.
▲ May get a bit repetitive after a while.

CHALLENGE
▲ Many missions to time-travel in.
▲ Playing against and through time is tough.

A brave, original, successful attempt at launching the edutainment genre.

PROSCORE 88

Probably chatting up Melanie...

BATTLEMAST

The world has entered a time of conflict. The orcs, dwarves, elves and men are battling for total supremacy. This battle is slowly wasting the world, but a new player has entered the scene, the Watcher.

He has restored a temporary balance while awaiting a hero from the South. This hero will unite all the warring races by finding the four pieces of the Watcher's Tower Gem. Then, and only then, can the gem be returned to its rightful place and order and harmony returned to the land.

Sounds a bit of a tall order. Who could they possibly get to play that hero? He will need the brain of a professor and the brawn of a French rugby player. Unfortunately, they've only got you: the brawn of a professor and the brain of a French rugby player. Oh well, there goes the world...

BATTLEMASTER
FREE
GENESIS
ARENA
SEGA

Just lately there seem to have been an influx of games that require a subtle blend of skill, strategy, level headedness and extreme violence. There was *Buck Rogers* and *Rings of Power* last issue, and now this issue we see *Warsong* and *Battlemaster*.

As RPGs go, graphics are the one thing that they shouldn't be judged on, which is just as well. Most of the locations look a bit samey with the only real distinction being between the inside and outside locations.

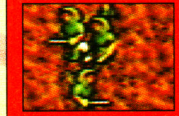
The inside locations are well created with a fair amount of detail. (There is no problem identifying which rooms are the armouries or the dungeons, for example.) But the programmers of *Battlemaster* has obviously kept everything small so that the screen could be packed with little characters. Outside everything is very sparse and functional. This works fine, but an RPG with decent graphics would be nice once in a while.

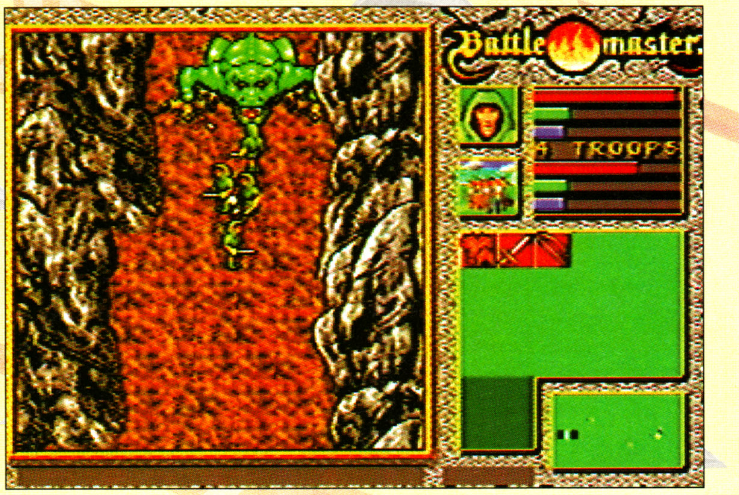
Similarly, music in RPGs often seems to be added as an afterthought, but *Battlemaster* has bucked the trend. There are five separate compositions that play depending on your location, although it all sounds like something Clannad might do.

Nearly everything is accompanied by a sound effect, but these aren't much special and are usually drowned out by the excellent tunes.

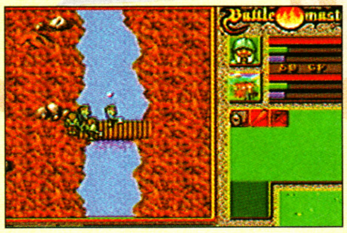
Generally, RPGs either bore you senseless within the first five minutes

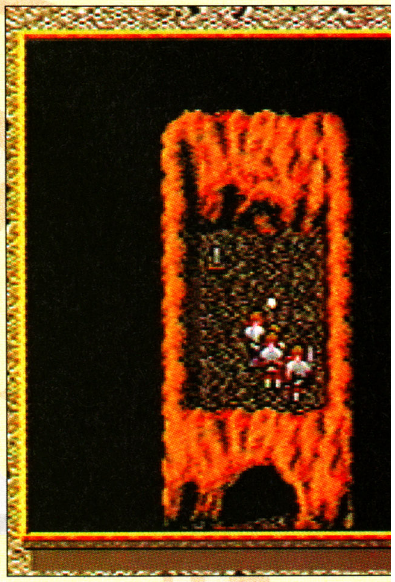
PROTIP **Don't be brave, be sensible. Why lead from the front where you can get hurt when you can lead from the back and let your troops take all the stick.**

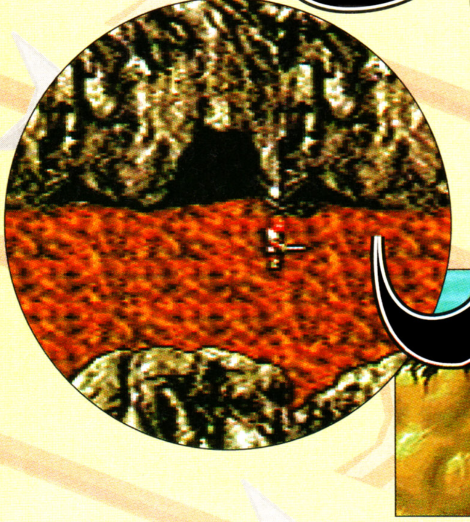


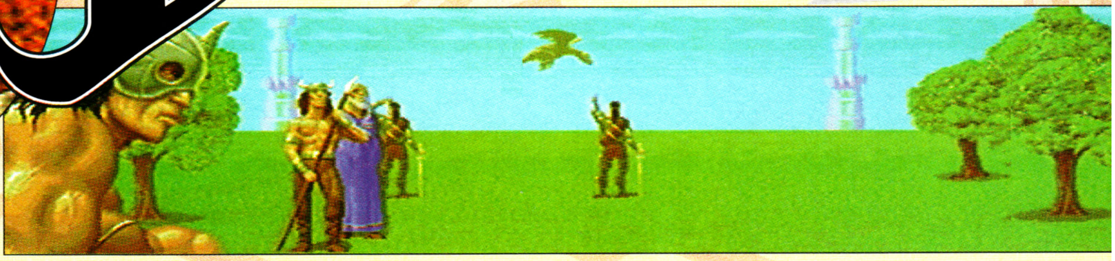


One of the higher levels is ruled by a huge green dragon. The best method of beating him is to surround him and avoid his fiery breath and razor-sharp talons.









Battlemaster is a licence from the Mirrorsoft age.

AVAILABLE IN USA

or get you totally engrossed for hours. *Battlemaster* is definitely in the latter category. But there are a few flaws that limit your long-term enjoyment.

For instance, whenever you recruit more troops they have this annoying habit of wondering around when they hit a solid wall. This means you spend ages looking for them and getting them back to follow you.

Also, I found the level of difficulty between the first section and the second to be enormous, which is very off-putting for anyone with a short attention span.

In the game's defence, though, there are some useful options that allow you to restart from the level you died on or on any section that you have already completed. There's also a password option, but if there was an award for the longest password, this game would win hands down with its 60-character access code.

Battlemaster is not up to the standard of *Buck Rogers,* but as RPGs go it does get you quite involved. £36 for an RPG is not bad going these days, so if you've always wanted to try one out, this shouldn't be too much of a risk.

● **Les "Welly" Ellis**

PROFILE

BATTLEMASTER ● ARENA ● £36 ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	50 towns
SKILL LEVELS	1
FEATURES	password

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Console Concepts
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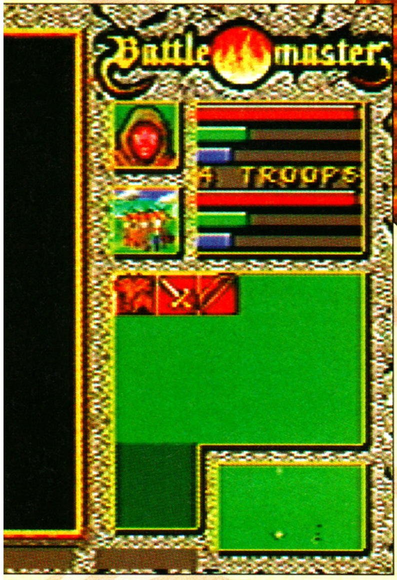
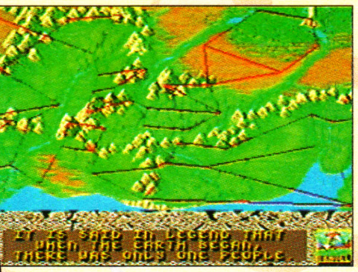
Staffordshire
ST5 1QB
✆(0782) 712759

GRAPHICS	▲ Small but detailed characters and scenes. ▼ Often simple outside scene.	75
SOUND	▲ Some brilliant mysterious in-game music. ▼ A bit sparse on effects.	87
GAMEPLAY	▲ One of the easier RPGs to get into. ▲ Always a different type of game.	80
CHALLENGE	▲ Loads of towns and locations to explore. ▲ The later levels are very tough.	80
PROSCORE	Great to see a cheap, welcoming RPG with decent presentation.	78

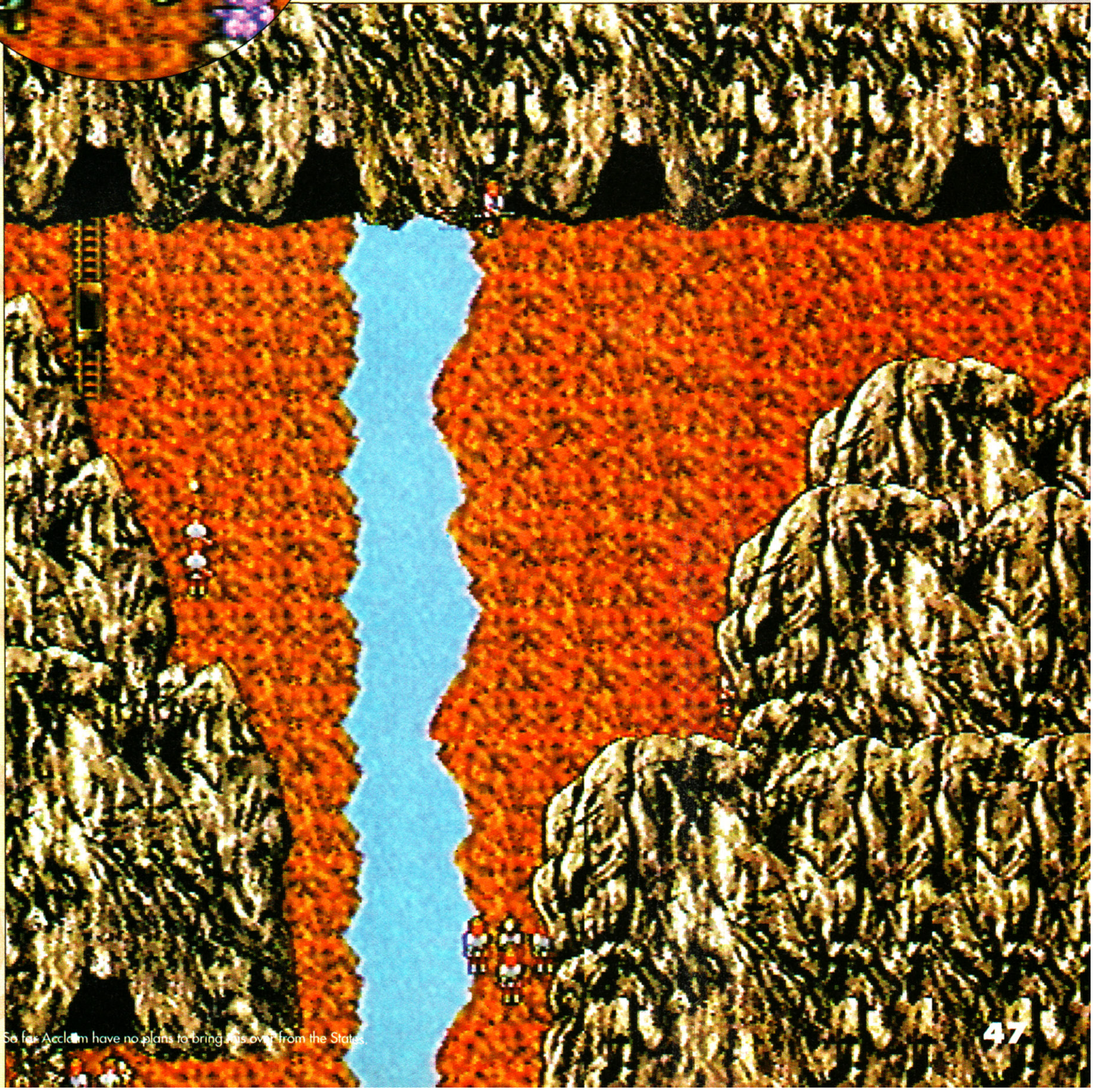




IT IS SAID IN LEGEND THAT WHEN THE EARTH BEGAN, THERE WAS ONLY ONE PEOPLE.

The world map (above) is shown before each new level; your ultimate aim is to reach the tower.

Level one (below) is the smallest land. The object, to kill everything in sight.



So far Acclaim have no plans to bring this over from the States.

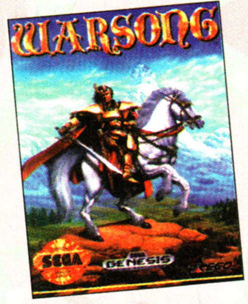
WARSONG

In medieval times, the legendary sword, Warsong, said to give its owner unlimited power over his adversaries, was handed down from one ambitious ruler to the next.

Over the ages, many an evil lord sought out this great weapon and much blood was shed in the struggle for its ownership. Therefore, the wise King Alfador decreed that its might be contained deep within the walls of Castle Baltia, lest its power be harnessed against the common good.

Far away, across the seas, the evil Lizard Emperor, Pythion, informed by an elemental of the sword's whereabouts, sat plotting his dark conquest.

Ordered by their Lord, his army came; the denizens of the underworld. Their purpose, to raze Baltia to the ground and to claim the mystical Warsong.



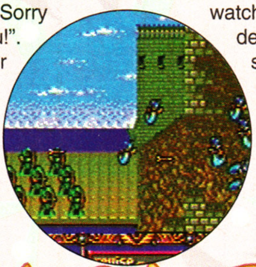
Tackling Warsong seemed at first to be a daunting challenge (as fraught with danger as consuming a Ginster's Cornish Pasty and surviving!), but proved to be a far more pleasant experience than I imagined.

The moody intro scene shows the evil Pythion bombarding a castle with what seems to be ball-lightning, behind him a mad psychedelic purple haze befits his character. A stirring soundtrack, reminiscent of those film war epics of the Fifties, kicks in, and adds greatly to the realism.

PROTIP The archers are the most expensive battalion to run, but are by far the most effective. So buy, buy, buy them arrers, guv'nor!

From the save/restart screen you are transported to the prologue, informing you of your mission details in the form of a cartoon storyboard, and also giving you the first peek at the map.

This consists of a grid-like playing area in which you prove your manhood, or lack of it. Your first mission is to win Prince Garett's escape or perish miserably, crying "Sorry Father, I have failed you!". Sadly, you will encounter these fateful words many times.



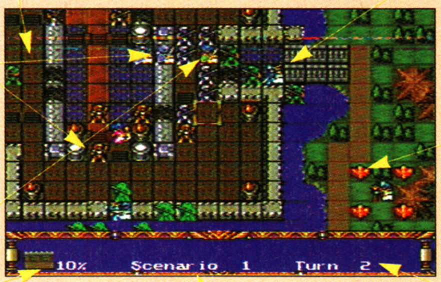
You and the computer opponent alternate at moving your pieces around the map, but each character can only perform one move per turn, making each and every move of vital importance to your strategy.

At the end of each move the picture transforms into a battle screen. This was my favourite part of the game as you can sit back and watch either your troops destroying their adversaries, or the enemy decimating the good guys, with extremely convincing screams and clashes of swords.

Adding to the this is the music which, as the enemy take their turns, becomes rather more menacing, creating fear and loathing in even the hardest player's heart.

Having played relatively few games of this style and despite my anticipated boredom, I came away rather pleased with *Warsong* and although I never really got to grips with many of the intricacies of the gameplay I do feel that this is a much ignored style of game, and shouldn't be.

● **James "Melody Maker" Scullion**



Each one of these squares is a single move of which each character has a limited amount.

This is the drawbridge. One of the two exits Garett must reach, but use the other.

These are some of the independently-acting warriors who will do their best to help you in your mission.

Watch out for these Elementals. They're extremely tough to kill and will head straight for Garett.

Here's Garett. He must stay alive or else.

This box tells you what percentage of the scenario you've completed.

There are numerous scenarios. This is only the first and it ain't easy.

This tells you how many moves you've taken.

PROFILE

WARSONG ● TRECO ● £39.95 ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	3
SKILL LEVELS	1
FEATURES	back-up

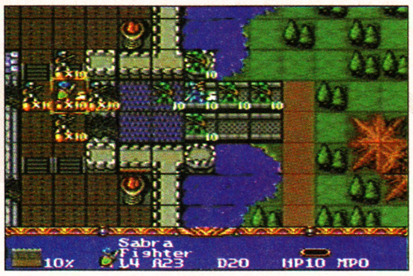
SUPPLIER
KC's Console & Computer Magic
3 High Street
Loughborough
Leicestershire LE11 1PY
✆(0509) 211799

PROTIP If your commanders are running out of energy, keep them static for a move. This will build it back up again.

GRAPHICS ▲ Battles are well choreographed. ▲ Great things come in small packages.	81
SOUND ▲ Period music sets the scene. ▲ In-battle SFX are cool.	80
GAMEPLAY ▲ Extensively tests your strategy play. ▲ Surprisingly low on the boredom factor.	78
CHALLENGE ▲ Pythion is one evil mutha. ▼ The enemy are just too good.	85

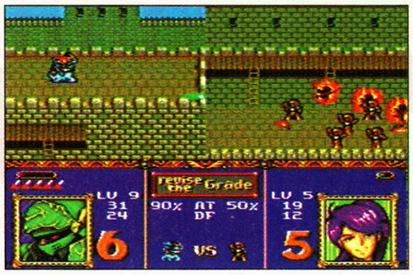
A surprisingly entertaining piece which needs a lot of patience to play.

PROSCORE 80



Left: Let's get hyped up!
Here the warring factions eye each other up before engaging in a bloodbath of epic proportions.

Right: This is the screen where mortality rates are worked out. On the left we see Pythion astride his mighty slug, whilst on the right are your army .(Sadly, being slaughtered by the Evil One's superior armament.)



"I'm not afraid to die. I just don't want to be there when it happens."

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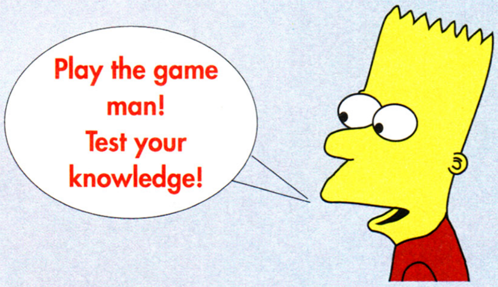
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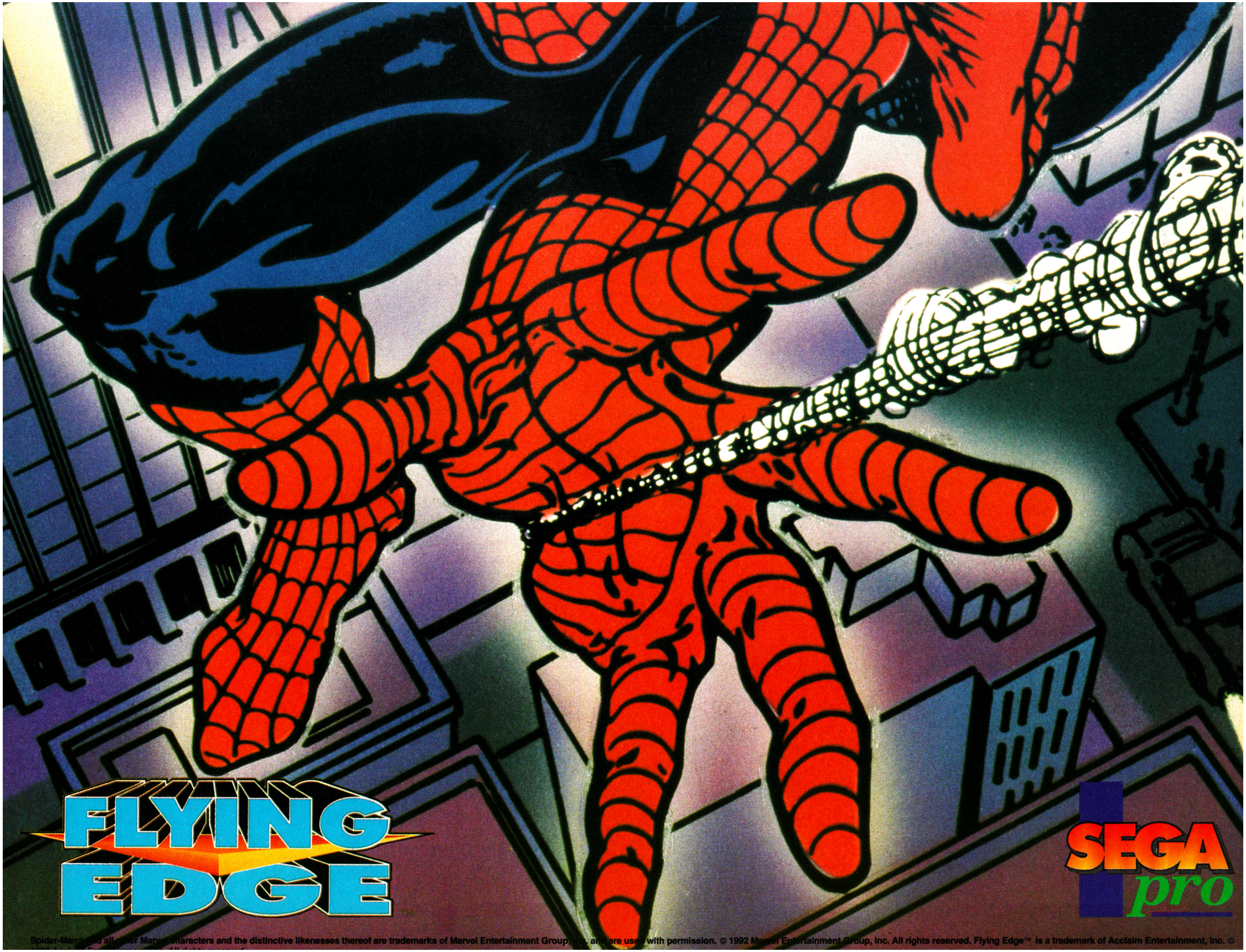
SPIDER-MAN



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pro test

Whether you are in admiration of Accolade, annoyed at Sega, in despair at a blown cart, enraged with Gamesmaster or just want to chat to someone, ProTest is here to listen. Write your letters of woe to ProTest, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.

GET INTO GEAR

Dear SegaPro

Firstly, thanks for a great mag. But, come on, a little more Game Gear reviews please. And why not give them *double* page reviews like the Mega Drive and Master System games have?

Also, here's a little verse I thought up this morning:

There was a young lad from the West,
Who thought that Nintendos were best,
But this was not so,
For as we all know,
It's the Segas that have all the zest!!

Tim Reynolds (14), Dawlish

Dear SegaPro

Please could you do more reviews on games for the Game Gear. It's all very well doing reviews for the Mega Drive but there's too many of them.

Philip Corbett, aged 20

Chris Townsend, aged 12

My friends have been talking about the Giga Drive, and that it's 32-bit. Please tell me more.

I am thinking of buying the Master Gear, is it worth the money?

Your mag is well wicked (now you can send me the totally wicked T-shirt).

Jonathan Wickers, London SE9

Everyone in the office is a great fan of the Game Gear, and believe me, we always want to get in loads of Game Gear games every issue. Unfortunately, there aren't as many games around as on the Mega Drive, because the MD is a much older machine. We usually don't have double page reviews of Game Gear games because photographing the GG screen is very difficult and the screen pictures cannot by used very large because they'll lose their quality. Hence, the pix don't fill up as much space and the review ends up smaller. However, we're trying to overcome this and in this issue you'll find a brilliant (and totally exclusive, of course!) double page review of Spider-Man on the Game Gear. We hope this is a sign of things to come as there are loads of great Game Gear games planned for the next few months (like Bart vs the Space Mutants!).

As mentioned in ProNews last month, the next Sega machine (provisionally called the Giga Drive) is planned for the end of 1993. It will certainly be at least 32-bit, and maybe even more. It will be totally compatible with the Mega Drive, and even play Mega-CD games. Sega are hoping to base it around a completely new storage system, so expect it to look like nothing else you've ever seen. Although it's too far off to say for sure, the price will probably be around £400 on import to start with.

Lastly, as we've said before, the Master Gear is undoubtedly the best value add-on for the GG. Anyone without it is missing out on some great games.

ERASURE IN GAMES

Dear Sir

As the father of three budding SegaPros (and not bad myself either!), I feel the warnings on cartridges are insufficient regarding the ease with which a cartridge can be erased.

My oldest son borrowed *Sonic the Hedgehog* from a friend only to have his younger sister remove the game from our Mega Drive with the power on. How many readers realise that this can totally erase the game (as explained on the Sega Hotline)?

With the price of games as high as they are, there should be stronger warnings to help safeguard hard-earned pocket money, or in this case parents' hard-earned wages.

Chris Lording, Bourne End

It is a fact that removing carts from a Sega without turning off the power can fatally damage a game, and sometimes the machine itself. This could easily have been prevented by Sega if they had incorporated a cartridge lock into the Mega Drive (as there is on Nintendo and NEC consoles). To make matters worse, some magazines and books (mostly American thank goodness) print cheats that can be obtained by removing one cart quickly and replacing another in its place, all with the power on. Although they always clearly state that this could damage your cart, the temptation to try it just once is usually too much for a frustrated gamesplayer. Unfortunately, this gamesplayer will become even more frustrated when they discover that they have just blown up their favourite cartridge. Chris's story is not uncommon, we get people ringing us up every month in the same situation. The rule is simple: never remove anything from a computer or console, except a joypad, without turning off the power first.

0891 CON?

Dear Sir

I am writing to complain about the way you set out your competitions. I do not like the fact that you have to dial an 0891 number to get three multiple choice questions so you may send in your entry form.

Even on cheap rate, calls for an

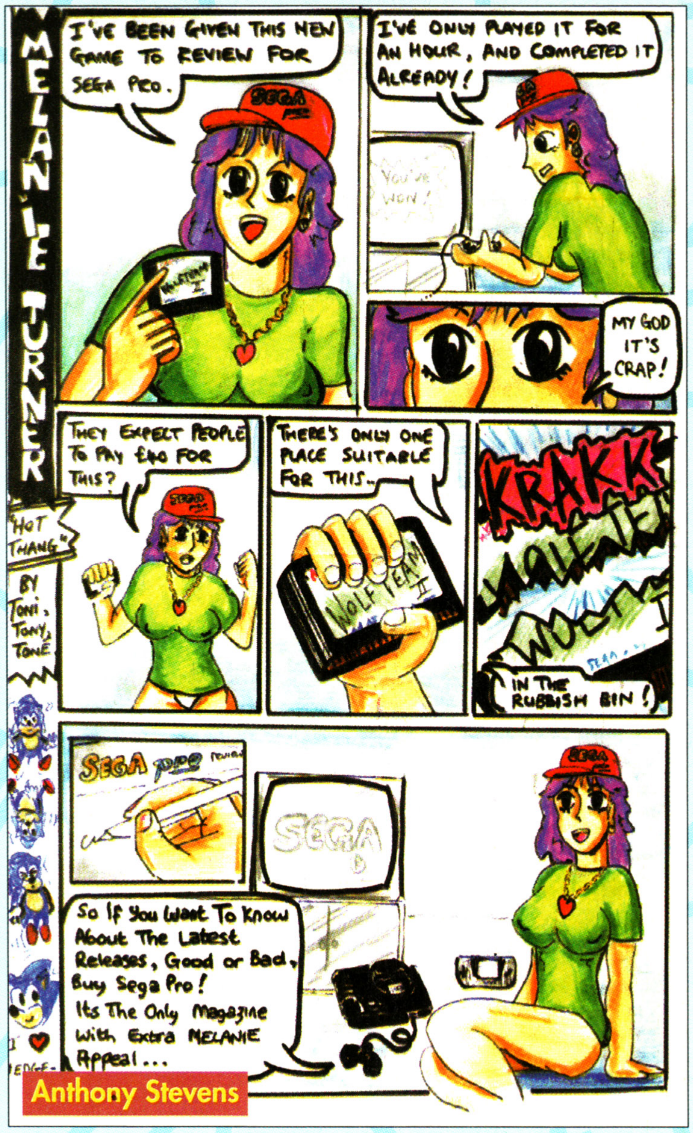
average five minutes recording cost nearly £1.50, which is not fair as thousands of SegaPro readers do not win anyway.
Jonathan MacLellan, Potton

Sure, the call is expensive, but we do try to ensure that the prize is worth ringing up for. The money that is made from the phone call goes back into buying the prize. For instance, a Tera Drive (the prize in SegaPro#4) costs around £600 in Japan. For this sort of money, you could enter 400 competitions. On average, we get about 200 correct entries each month (and about a thousand wrong!). So if your entry is correct, you could ring up 200 times (spending about £300 on phone calls) and, according to the law of averages, be sure of winning. Of course, you can enter our competitions as many times as you like (so long as they arrive in different envelopes), and effectively only ring up one time. Therefore, you could ring up once (£1.50) and spend £20 or so sending in 200 separate correct entries. Of course, this assumes you get the questions right.

Be warned, though, we can't guarantee this is a concrete way of winning (or else we'd be doing it on everyone else's competitions!); at the end of the day it still comes down to luck.

If the worst comes to the worst, we always have another great competition which allows you to enter by sending in just a normal entry.

(If there are any university students out there studying statistics, perhaps they'd like to verify the most confusing answer ever written.)


MELANIE TURNER
"HOT THANG" BY Toni, Tony, Tone
I'VE BEEN GIVEN THIS NEW GAME TO REVIEW FOR SEGA PRO.
I'VE ONLY PLAYED IT FOR AN HOUR, AND COMPLETED IT ALREADY!
YOU'VE WON!
MY GOD IT'S CRAP!
THEY EXPECT PEOPLE TO PAY £40 FOR THIS?
THERE'S ONLY ONE PLACE SUITABLE FOR THIS...
WOLF TEAM II
KRAKK
IN THE RUBBISH BIN!
SEGA PRO
SEGA
So If You Want To Know About The Latest Releases, Good or Bad, Buy Sega Pro! Its The Only Magazine With Extra MELANIE Appeal...
I ♥ EDGE

Anthony Stevens

SONIC NOT THE TONIC

Dear ProTest!
I've got *Sonic* for the MD and just bought it for the GG. I am disappointed by GG *Sonic*, which you stated in SegaPro#4 was the best *Sonic* yet. Both me and my mates think the MD version is better by far. The GG version lacks the Springyard and Starlight Zone, and those stages are the best part of the game. Also, you are the only magazine that has rated the GG version higher than the MD version.
Terry Chambers, Milton Keynes

Dear ProTest!
I read Jonathan MacLellan's letter complaining about the lack of challenge in some Sega games and totally agree with him. I recently bought the Game Gear version of *Sonic* and within a few days I had finished it. I don't know why you gave it 88% in the challenge rating. A truly great game, but far too simple for my liking.
Tom Maxwell, Berwick-upon-Tweed

MASTER SYSTEM

READER CHART

1. *Sonic the Hedgehog*
2. *Castle of Illusion*
3. *Populous*
4. *R-Type*
5. *World Soccer*

From Gregory Hook, Kettering

Regarding which is the best version, we stand by our guns. We felt the Game Gear version contained much more to do in the overall game, and had far fewer boring bits. The bonus stage on the GG is also miles better than the simple MD one. Incidentally, Terry, we haven't ever rated the Mega Drive version properly, so how you can say we gave it less than the GG version is puzzling. Compared to other games on the Game Gear, Sonic is by far one of the best. When you look at the ratings, you should not compare them against other versions of the game. After all, when you go out to buy a game, you don't usually choose between versions, you choose between games on the same format. Sonic on the Mega Drive is not as far above the rest of the MD games as Sonic on the GG is above other GG games.

We admit that, in retrospect, Sonic on the GG is a bit easier than the 88% it got. However, there are many, many people out there who still haven't completed the game and in their eyes 88% may seem under-rating it. It's a personal rating, and if

PROBLEMS ! PROCURES !

With the Mega-CD questions and problems almost completely sorted out, this month more diverse teasers arrive on the SegaPro problem table. If you have any queries, questions, problems or just tidbits of info that you think may help out your fellow reader, then send them off to the all-knowing ProBlems & ProCures, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.

Just two Mega-CD queries this month. **Paul Groveoboygle** (madeupname) wants to know when the Mega-CD is coming out and how much it will be. Well, the Jap version is already out for around £350, but the UK one should be released before Christmas for £299. An anonymous person wrote in to ask if buying the Mega-CD would make the Mega Drive as good as the Neo•Geo. No, it probably wouldn't, which is why Neo•Geo games cost £120+ and Mega-CD games cost £40+.

Ian Ogilvy, known to his friends as The Saint, says that SegaPro itself deserves a ProYo! but was disappointed that the GG *Donald Duck* review only received half a page. He wants to know if *Sonic 2* will be coming to Game Gear owners in the summer. The answer is emphatically YES! Although, you may have to wait till Christmas, because the Game Gear version is usually last of all. **Ross "Compo" Compton** is thinking about buying *Sonic* for his Master System, but on hearing the news of *Sonic 2*, doesn't know whether to wait till the middle of the year. Don't waste another minute, go and get *Sonic* on the Master System NOW. Who knows when *Sonic 2* will actually arrive on the Master System? They said November for Game Gear *Sonic*, but that didn't appear till January. Anyway, you should own both!

Ross is also desperate to see

If we took a holiday, oh yeah, oh yeah!

MOVE OVER MARIO
SEGA pro

Francis Carragher, aged 15

WANNA PLAY?!
MD
YOU BET!
STEVEY '92

Steve Parrot, aged 20

you've played the other version, sure the game would be very easy to complete. However, the GG version of Sonic will be the first that most GG owners see and therefore the challenge will by strong and last a long time. Above all, you may have completed the game, but do you still come back to Sonic and play it again? If you do, then the challenge is still there...

AXEMEN ACCOLADES

Dear SegaPro

In the February issue, you ran an article under the headline "Accolade under the Sega Axe". This article gives me, as a Sega owner, some (not much though) concern.

Surely Sega are "cutting off their noses to spite their faces". One would have thought that the more games available for the Mega Drive (especially from Accolade who seem to have some pretty impressive titles), the more attractive this would be to a potential buyer, and would almost certainly lure them from a Nintendo purchase. (Still, do I care?)

How about a feature on "Sega the Corporation"? Despite their success, one never hears anything about them in the press.

Lee Taylor, Barwell

Dear ProTest!

I read in SegaPro#4 that Sega were taking legal action against Accolade for producing Mega Drive games, among other software houses. I think Sega are stupid to do this as there is no way they are going to beat Nintendo if this is the sort of thing they do.

Also, the same with the cart rental case. If Sega stop this they are not giving people a fair chance to test games before buying them. I mean, not just one go or so but a few days to give a good view of what a game is like. Why would Sega do this? Are they afraid people will not like some of their games?

Kieran Evans, Cardiff

Obviously, not letting Accolade produce games for the Mega Drive is generally bad for MD owners. However, Sega would argue that the Mega Drive is their machine and they should be able to choose who writes for it and who doesn't. Also, if people are making money out of Sega's machine, then why shouldn't Sega get some of it? Swings and roundabouts. But as far as we're concerned, anything that stops Sega owners getting to play the games they want to play is a bad thing. The latest news on the Accolade/Sega saga is that Accolade have lodged a complaint against Sega with the European Commission. On receiving the complaint, the EC have already sent Accolade a list of questions about the situation. By the time your read this, Accolade should have returned the questionnaire and the EC will be able to act as they see fit. Look out for the latest news in each issue of SegaPro. The outcome of this confrontation could have a major effect on the availability of games in the UK, so we'll be following the story closely.

The reason that we haven't done a feature on Sega UK so far is that there isn't much to say. Sega UK is a pretty boring place, effectively being big importers of the Sega Japan and Sega of America games. Sega UK don't develop anything themselves, so the place is just full of suits and paper pushers.

We agree that the cart rental scene is another case of Sega trying to push around the small guy and prevent him making an honest buck. Surely if more games and machines are seen in the hire shops, the Sega name will be better known. Comparing it with the video industry, people often start off by hiring a video machine just to try out the different features without spending a lot of money in one go. Then if people find that having a video is of use, they will try to save on renting costs and get enough money to buy a video recorder. Exactly the same thing happens with Sega machines. Also, carts aren't cheap. If Sega are setting the prices at £30+, people will quite understandably want to hire out games to try them before they buy them. Most carts are so easy they get completed in a couple of days, which makes hiring them much more sense. Instead of trying to completely stop the hiring, perhaps Sega should have tried to get involved in it, and thus get a cut of the money. Yet again, they seem to be cutting off their nose to spite their face.

TWO FAT LADIES

Dear ProTest

In Japan there exists Nintendo carts which can store 80 different games on them. As Sega machines have the abilities and power of the 8-bit Nintendo, surely this feat could be repeated. But instead of 80 different games, how about one game 80 times bigger? I'm sure all you have to do is on each of the 80 games have six levels. This would give the game a massive 480 levels (I think!). Even the Mega-CD would look a tad pale in comparison!

How about making SegaPro 80 times bigger as well?

Cry Wolf Wooo Woooo! Try not to worry.

MEGA DRIVE

READER CHART

1. *Sonic the Hedgehog*
2. *Hellfire*
3. *World Cup Soccer*
4. *Hard Drivin'*
5. *Mercs*

From Gregory Hook's friend, Kettering

Shaun Preece, Monmouth

One thing you seem to forget is that these 80-game carts contain 80 games that are totally hopeless. The max size for Sega carts at the moment is 12Mbit (around the capacity of two floppy disks). It is perfectly possible to squeeze 80 games into that space, but if you expect great music and loads of graphics, you will be severely disappointed. If you really wanted a cart which was 80 times the size of normal Sega games, it would probably cost about £1500 to produce. Personally, we think you'd be better off with a nice deep game like The Immortal.

As for making SegaPro 80 times bigger... Well, we can't even get a 100-page issue out on time, so how late do you think that size of issue would be?

ABINGDON OR BUST

Dear ProTest

Help! Help! Help! and Help! What has happened to SegaPro? I haven't been able to get the February issue, so please tell me when the next issue's coming out. I have heard these rumours from newsagents saying: "Oh, they've closed down, they've gone bust." I could not believe it. I walked out stunned like a zombie. SegaPro gone bust? No way. How could the best mag on Earth go bust. So please settle these unfounded rumours and tell me, I am dying in suspense. Where is SegaPro? When is it coming out?

Michael Rapp, Abingdon

Hey, don't worry, man. We have definitely NOT gone bust, in fact we are currently Britain's top-selling Sega mag. Sadly, the Feb issue was a tad late on the shelves (as was the March, too – sorry), but this is only because we try to squeeze so much stuff in it to make the issue the most up-to-date read around. If your newsagent isn't getting it, give him the newsagent form printed somewhere in this issue, or take out a subscription to SegaPro. Don't forget, as SegaPro is in such demand, it always sells out within a few days on sale. This issue's got a watch on it, so the issue should be flying off the shelves. (I just hope you managed to catch one.)

FOOTBALL CRAZY

Dear ProTest

Daniel Williams, aged 16

Philip Westbury, aged 13

Your reviews are brill, but please answer me one question. When reviewing a game, do you do it as grey import and if so, will you please do a small follow-up when it is officially released in the UK in case there are changes, like speed and presentation.

Do you know when an all-time great football game will be coming out on the Mega Drive (like *PGA Golf* did for golf). At present not enough attention is being shown to this most popular sport in the UK, especially with the Euro Champs coming soon. Something must be done fast, we footy fans are begging all good software houses to get their act together, and give us what this country needs.

If the Mega Drive is a 16-bit games machine then why don't Sega go the full whack and give us a game with back-up that could take time to complete and have everything (digitised graphics, quality music and impressive gameplay). Surely this would kill off the Nancytendo for all time.

Thanks for listening.

Terry Burton, Eastbourne

Our review policy is mentioned in full on the ProReviews introduction page, but here's a quick rundown. Basically, we review every single Sega game released in any country in SegaPro. It doesn't matter where it's from, we review it. But we always make sure that at the top of the review there's a little US or Japanese flag saying where we got it from if the review version isn't an official UK release. If we review a foreign version, we will try to find out when and if the game is coming out

PROQUOTES

Some direct quotes from this issue's mail bag.

"Your mag is as great as Jimi Hendrix!!!"
Chris Courtney, Strathdon

"Any chance of a T-shirt?" (Nope!)
Compo, Gimingham

"Have I got any chance of a glimpse of Sonic 2 next issue?" (Possibly)
Terry Chambers, Milton Keynes

"I'm especially happy to see ProDates – it's very handy."
John Broomfied, Hadliegh

"SegaPro is famdabidozie!"
Paul Groveoboygle, Manchester

"Your mag is fabdabedozey."
Richard Domm, Sutton

"In issue four I can't find page 61."
Amsyari Abu Bakar, London W2

"What a cool mag you've got."
Kieran Evans, Cardiff

"Giss a T-shirt." (Nope)
Matthew Randle, Huntington

PROBLEMS! PROCURES!

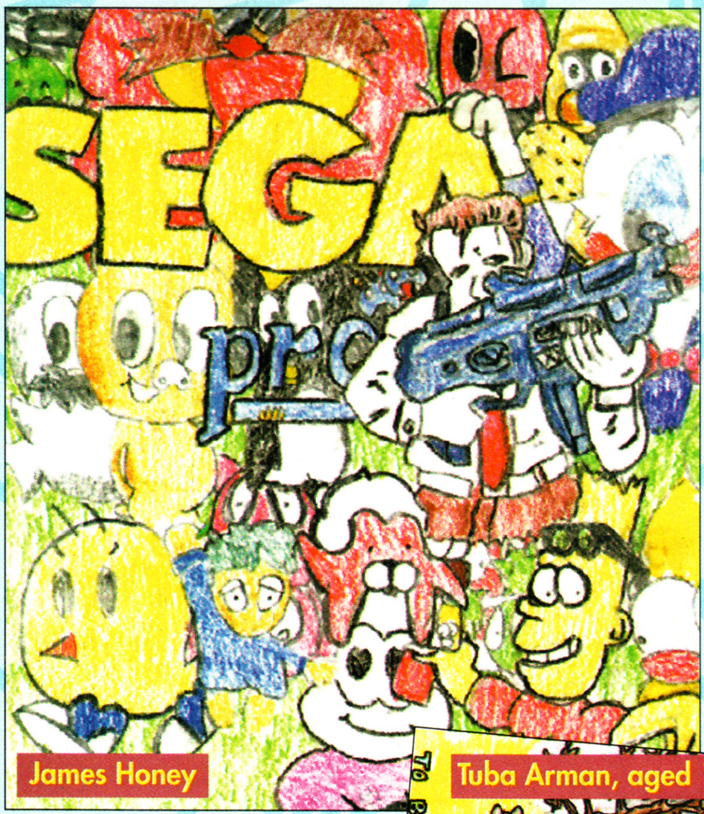
RoboCod on the Master System, but sadly Electronic Arts are positive they won't be doing a version. But, who knows, a MS specialist like Tecmagik may pick up the rights and do a super version...

Paul Oliver has just purchased the much under-rated *Batman* from Sunsoft in its American form. He was shocked to find out that the music played at a much faster rate on his friend's Japanese version. Paul wants to know if he's got a faulty version, or are Sunsoft "playing silly buggers"? Paul, the occurrence is probably due to you playing the game on a UK Mega Drive and your friend playing on a Japanese machine. You see, the machines run at different TV speeds so the music will play at different speeds. If this isn't the case, then Sunsoft are probably playing silly buggers.

Chris Lloyd bemoans the fact that *Lemmings* wasn't mentioned on the list of 1992 GG releases. Don't worry, Chris, this doesn't mean it won't appear, it just means that details of its release weren't confirmed at the time of going to press. On talking with the original programmers of the game, DMA Design, they insisted that a Game Gear version would not be counted out. In fact, quite rightly, they want to see *Lemmings* on as many systems as possible. Chris is also desperate for a basketball game for the Game Gear. Unfortunately, there isn't one specifically designed for the handheld, but you could get a Master Gear converter and get MS versions of *Great Basketball* or *Basketball Nightmare* which should both be very cheap by now.

Game Gear owner and *Bubble Bobble* fan **Trevor Skills** wants to know if he and his friend get Master Gear converters could they link-up to play two-player *Bubble Bobble* with the MS version. Sorry, but no. However, you can still use the gamebuster we printed in ProTips last issue along with all of the codes.

An anonymous writer (why do people do that?) enquires if Sega are likely to bring the price of the Game Gear TV Tuner down. We reckon that you're likely to see a price drop before the end of the year without doubt. At £80 it seems



James Honey

officially. If it is we put the date of UK release, if it's not then we'll put "import" in the ProFile box. If a game comes out officially after we've reviewed it as an import game, then we'll mention it in the news section only if there are any unexpected differences. The speed between game only changes if they are played on Jap or UK machines, and is generally not dependent on the game itself.

On football games, you'll be glad to hear that there are probably two footy games on their way for the MD, and one other has just been released. Last month we reviewed Tecmo World Cup 92, and over the next few months you will hopefully be able to see Tecmagik's Champions of Europe (fingers crossed) and, of course, Super Kick Off, probably from US Gold. EA would love to do a football game, but they have reservations over whether it would sell in the States, which is their main market. (Perhaps we'll have to wait till World Cup 94 in America before that happens.)

Finally, the Mega Drive is a 16-bit machine, but this only means it can process more data at a quicker speed, it doesn't necessarily mean that the games will be bigger. This is totally dependent on the cart, and with 12Mbit wonders like Shining Force waiting in the wings, Sega could have just what you want soon. Of course, for a real massive adventure with loads of graphics and brilliant sound, you'll just have to get hold of a Mega-CD. But Nintendo have also got the same idea for their Super NES, so Sega will have to get a move on if they're to kill the Super NES off before it can get going in the UK.

TO BE THIS GOOD TAKES SEGA
SEGA
pro
MEGA DRIVE
TO BE THIS GOOD TAKES SEGA

Tuba Arman, aged 11

DON'T KNOCK 'EM

Dear SegaPro

Excellent! What more can I say? I used to buy loads of other mags but not anymore, yours tops the lot.

There's one thing that annoys me, though. I have read letters in the past complaining about bad games being released and putting down the creators. Games take a long time and a great deal of effort to be made. They're trying their best!

Sorry, but it had to be said.

John Broomfied, Hadleigh

I suppose we shouldn't knock them if we can't do any better ourselves, but sometimes games are so bad that you really do wonder what the programmers and software house were thinking when they hoped people would pay £30 for the game. By criticising games, we're not trying to put people off writing them, we're trying to offer encouragement and advice so that next time they write a game, they'll produce a better product. At the end of the day, these guys are getting paid very good money for writing games, and if they constantly come out with dross, they should move over for someone else to have a go.

WRITING IN BASIC

Dear Sir

My point is quite basic. All Sega games should have save or continue options, with the exception of those where it is clearly not necessary, such as sports games etc. I'm forever playing *Mickey Mouse* or *Sonic* when my mum tells me it's time for tea or I have to do something else. I can't pause the game for hours, so I have to turn it off after spending ages getting a long way.

I also have *Wonder Boy III* and the continue option is brilliant. I just go to a password place, get it, write it down and carry on later – and both my mum and I are happy. I certainly wouldn't mind paying a little more to save all those agonising moments.

Geoff Marsh, West Hanningfield

Luckily, the answer is quite basic, too. Adding a battery back-up to carts adds at least £5 onto the cost of the cart. Quite often, the choice of putting in such an option is not up to the programmers but to the software house. They have to decide whether it's worth doing such a thing. Something like Sonic or Mickey Mouse would be completed incredibly quickly if you could save the game every time you left it, and thus the long-term value of the cart would be reduced. On average, Sega seem to get it right, with games like Bubble Bobble having a password system, while Bonanza Bros does not. Of course, there is the odd game like Lucky Dime Caper where a password option would save untold grief on the first few stages.

TV NOT MASTERED?

Dear ProTest!

First of all, Gamesmaster. Is there much point in watching it? The reviews and tips are good, but most of the time it's challenges, where I sit at home screaming and shouting at the contestants (I've had a deprived childhood). Could they cut the challenges down to one or two?

Also, this talk of the dead Master System. I used to own one and have a Powerbase converter. All I can say is that it is better than that pile of junk, the NES, and Sonic could beat Mario into a pulp.

Matthew Randle, Huntingdon

PS: What the hell did page 77 mean?

Our Gamesmaster correspondent, Dave "I was the monk" Perry, writes:

"It is very hard to make a TV show that will appeal to both computer enthusiasts and also curious onlookers. This was the problem we had to broach with Gamesmaster. It would have been wonderful to have produced a show packed with reviews, previews and tips but this would have been incredibly dull for people who weren't hardcore gamesplayers. The show now has over three million viewers so we must have got it right. Keep shouting at the challenges, that's what they're there for."

What did page 77 mean? Turn to page 78 and we'll tell you!

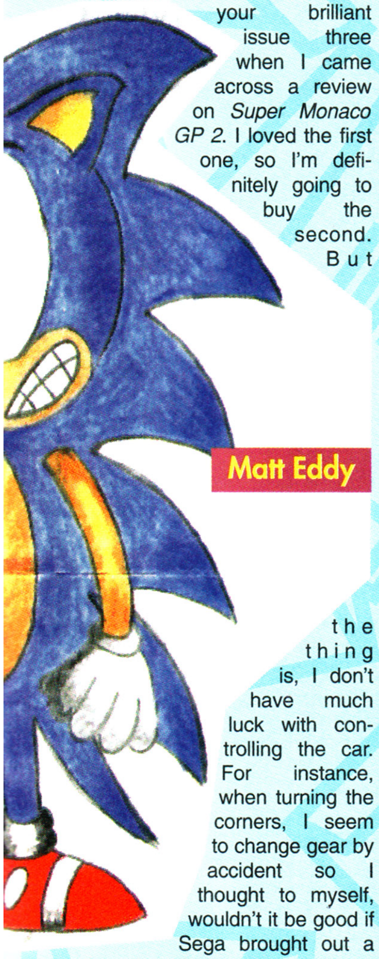
STEER CLEAR

Dear SegaPro

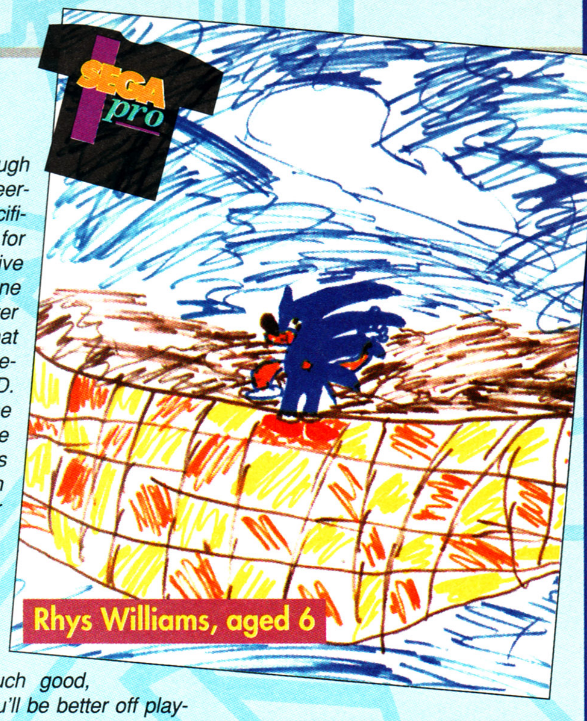
I was flicking through your brilliant issue three when I came across a review on *Super Monaco GP 2*. I loved the first one, so I'm definitely going to buy the second. But the thing is, I don't have much luck with controlling the car. For instance, when turning the corners, I seem to change gear by accident so I thought to myself, wouldn't it be good if Sega brought out a steering wheel for the Mega Drive to help me and other people who have this problem.

If there's one already out there, then please could you tell me where to get it and the price.

Richard Domm (The Gamesmaster), Sutton


Matt Eddy

If Super Monaco GP 2 is anything like the original then we're going to be in for a treat. You'll be happy to hear that, although there isn't a steering wheel specifically designed for the Mega Drive yet, there is one for the Master System that works no problemo on the MD. However, the Handle Controller as it's called has been discontinued for quite a while now, but it was going for £39.99 if you can get hold of it. Sadly, the unit wasn't much good, though, and you'll be better off playing SMGP with a joypad or stick. Beeshu, distributed by Euromax, are currently working on a Sega version of their Zoomer yoke, so let's hope that it's a bit more precise than the Sega version.


Rhys Williams, aged 6

Sega's Handle Controller was a brave attempt at a steering wheel, but its lack of precision meant Sega discontinued it many months ago.

REVIEW WITH A VIEW

Dear ProTest!

Just a quick note to say that a small service missing from Sega magazines, that you could easily include, would be a mention of how well each Master System game that you review performs with the Master Gear converter. I have found that, apart from the obvious ones like those needing 3-D glasses and the Phaser, others work less well than you might hope.

Phantasy Star (now sadly to appear on the GG anyway!) is quite playable, but the screen gets corrupted by some square dots most of the time. These don't really detract from the gameplay, though.

SpellCaster is fine except you can't read the passwords!

Bonanza Bros is boring, and everything is too fuzzy and small to plan your actions accurately anyway.

Some that work properly (or seem too) are *Miracle Warriors, Cloud Master* and *Heroes of the Lance*.

Peter Meulman, Caversham

We've been thinking about doing such a thing on all Master System reviews for quite a while now, so you can be proud in the knowledge that this letter has finally swayed us into doing such a thing. As from next issue, every Master System review will a carry a little box detailing how the game plays through the Master Gear converter. Hopefully, this will save many a strained eye from Game Gear owners.

COOL AS ICE

Dear SegaPro

I have to admit it, I am a Sega Master fanatic (and damned proud of it, man!!). I have been crowned the Sega champion of my suburb. I own a Master System II and ten games. The kids in the local area look up to me (so does my youngest brother) in awe hoping that they will become as good as me one day. They all call me "Ice" because I'm so cool at video games.

I have only played 25 Sega games and can proudly complete 21 of them. The other four, well, I have not really had half a chance to get into them. Out of the 21 games I can complete, I completed 19 of them in one day. I'd write them all down, but I can't be bothered.

Anthony "Ice" Nell, Perth, Australia

Oh, Ice, thank you for taking time out from your busy schedule to talk to us mortals at SegaPro. Maybe someday you could write a book and tell the world your gamesplaying secret. Till then, perhaps you could visit a few of the other Perth suburbs, demonstrating your gamesplaying prowess to the homeless. If you can bring a smile to just one face, then you can die a happy man.

PROBLEMS !
PROCURES !

incredibly over-priced, so the foreseeable poor sales will probably warrant such a price drop. There's also a rumour of Sega bundling a Game Gear, TV Tuner, game and TV aerial in one. It's already been done in Japan, so there seems no reason for it not to be done over here.

13-year-old **Neil "anxious" Tyler** is going to the US soon and has a few compatibility questions, so here goes. Yes, if you buy a Master Gear in the US it should work fine with all Master System carts, and US Master System carts are totally compatible with the UK Master System. In fact, because the Master System isn't that popular in the US, you might find Americans asking you about all the great releases we get in the UK, which makes a change!

Another person off to America is **Scott Smith** who says he's worried if American MD games will work over here. Yep, no problemo. Scott also wants to know if *Populous 2* might come out on the Mega Drive. Yes, it certainly is, in June of this year from Electronic Arts.

A puzzled **P Robinson** has a common problem. He owns a Japanese Mega Drive, but wants to know why some English games come up with Jap text. Simple, P, some games sense whether they are being played on a UK or Jap machine and switch the text appropriately. You can fool them into thinking they're playing on a UK machine by breaking one of the wires inside your Mega Drive. However, **do not** do this yourself, take the machine back to where you purchased it from and get them to add a special switch which will allow you to swap between the text. It should cost you around a tenner.

Finally, many readers wrote in to say how wrong our normally infallible Damian was when he said that you had to be in Spot mode to compete in *F-1 GP*. Of course, Damian would now freely admit that in Grand Prix mode you have five laps to qualify in before the actual race. Silly boy.

As the old saying goes, a wise man never admits his knowledge for fear of others finding out what he doesn't know.

MEGA-CD

AVAILABLE IN JAPAN

FUNKY HORROR BAND

MEGA CD

Oh no, the Funky Horror Band were on their latest Universal tour when their GigWagon spaceship developed a fault and crash-landed on Earth, scattering their instruments far and wide. It wouldn't be so bad but Earth wasn't even on the itinerary.

The only person who witnessed the disaster was a young girl who immediately rushed to the crash site. On meeting the FHB (in a scene akin to ET – The Extra Terrestrial), she agrees to help them find their instruments so that they can return to their Universal tour.

By some strange coincidence the FHB can also speak Japanese, unlike the poor SegaPro reviewer, Les, who can't. Japanese RPG fans read on, blasters can turn the page now.

F.H.B
FUNKY HORROR BAND
惑星ウッドストック
ファンキー・ホラー・バンド
SEGA

The Mega-CD is the medium that RPGs have been waiting for. The programmers can now go completely over the top with thousands of locations and endless characters. If *Funky Horror Band* is anything to go by, then the RPGs coming out over the next year are going to be something special (yet probably unplayable).

As we have come to expect from Mega-CD games, *Funky Horror Band* has the most amazing intro sequence. It tells the story of the band crashing and befriending this little girl in true cinematic style. The song that plays throughout the intro is a strange mixture of Japanese and English, but it sounds brilliant and it's probably better than half the rubbish in the charts at the moment.

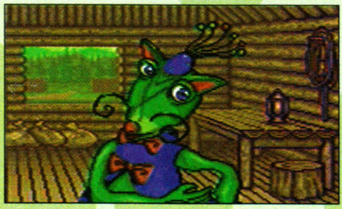
Graphically the main map screen doesn't look all that hot, but the close-ups of the characters as they talk to you are really good. You will come across a lot of characters, some friendly, some arrogant, and some positively aggressive. When you encounter one, the map changes to a face-to-face chat with the person, who then converses at great length to you about their problems and what they need to sort them out. All this speech is taken direct from the CD and sounds great, with real actors adding great expression and vitality to every encounter.

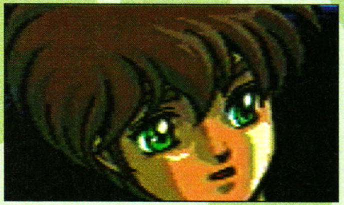
While you wander the massive landscape (although it's not too packed with any detail), a FHB masterpiece pounds in the background. As you progress out of the first town into the forest, the tune changes as befits the surrounding.

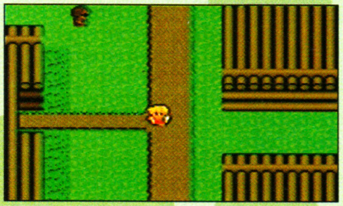
The gameplay in *Funky Horror Band* is obviously deep, very deep. The one problem is that all the text, of which there is much, is in Japanese.

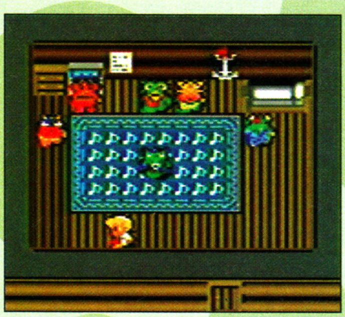
Unless you are entirely fluent in the language then there is absolutely no point in getting this game. (This is one game that you won't be finding in the Game Over section for a while.) As many an importer around the country will be saying, nice game shame about the language. We can only hope that Sega will release an official UK version later in the year.

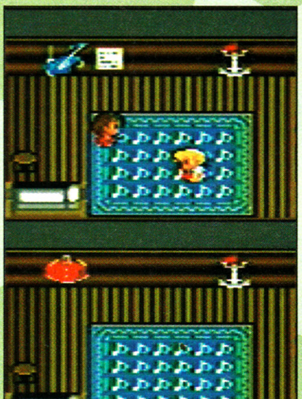
● Les "luvs RPGs" Ellis



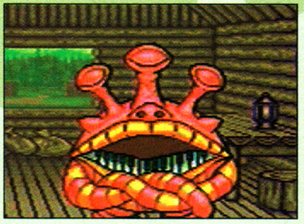


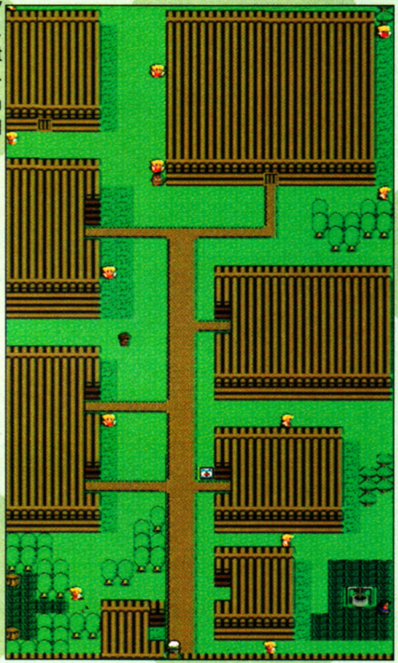






As you wander the town, you can pop into any of the buildings to check their contents.





Taking a wander around the first town may not seem like an interesting idea but you meet the weirdest people. Some of them will talk to you, some won't, some even give you CD speech!

PROFILE

FUNKY HORROR BAND ● VICTOR ● £40 ● IMPORT

CART SIZE	n/a
PLAYERS	1
STAGES	too many
SKILL LEVELS	1
FEATURES	back-up

SUPPLIER
Console Concepts
Unit 18, The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
✆(0782) 712759

GRAPHICS 81
▲ The best intro sequence graphics so far.
▲ Good close-ups on characters.

SOUND 93
▲ Bop along to loads of songs.
▲ Excellent use of much varied speech.

GAMEPLAY 20
▲ Bop along to loads of songs.
▲ Excellent use of much varied speech.

CHALLENGE 50
▲ Very tough to learn Japanese.
▼ The problems are too linear.

This game is totally unplayable unless you can read Japanese.

PROSCORE 33

I'm turning Japanese, I think I'm turning Japanese, I really think so.

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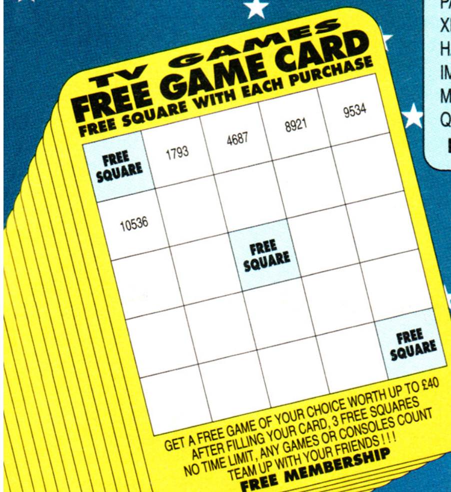
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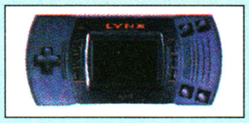

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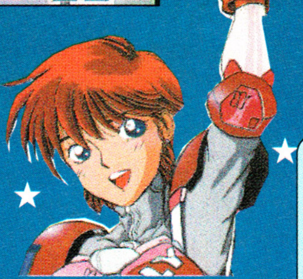

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DESERT

EA certainly don't miss a trick and producing a game that is loosely based on the Gulf war has to be their most risqué project yet. A mad dictator (sound familiar?), General Killbaba, has come to power in a notorious Arab state. He is using his military might to threaten the West with countless terrorist activities. After using many unsavoury acts, such as melting prisoners in vats of acid, it's no wonder he's top of the allies hit lists.

Enter a smooth-shaven, top gun pilot with Ray-Bans in the latest Ah-64A Apache gunship. A large variety of missions await you as the heroic pilot, spread over five main areas of discontent. Two types of missiles and the devastating 30mm chain gun are on offer to slice and dice the enemy, and by crikey you will need them as you rescue, destroy and infiltrate.

Go to it soldier and blow the dictator a Hellfire kiss from us.

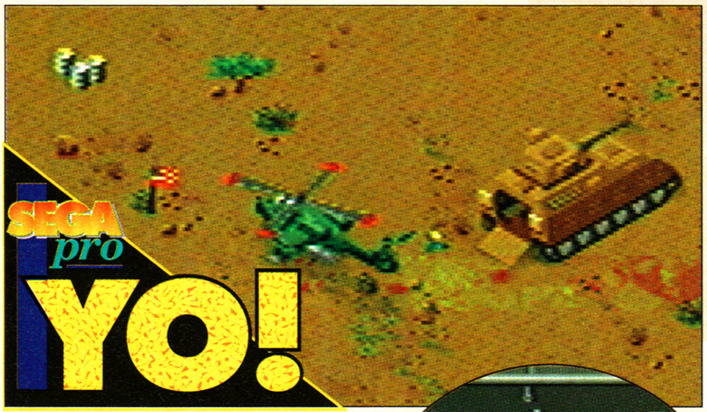
Desert Strike is essentially a full scale war with all the sights, sounds and gruesome trimmings crammed into an 8Mbit cart. The graphics are outstanding, with intricate detail on all the landscape features and some amazingly realistic hostile hardware that fully captures the spirit of the campaign.

I was instantly hooked by the sheer variety of missions, some uncomfortably close to recent events in the Gulf. Tasks as diverse as rescuing hostages from a luxury yacht, destroying chemical weapons and even ferrying a school bus to safety, make *Desert Strike* unpredictable and immensely compelling.

The control method is simple to grasp and the response time is perfect, enabling tricky manoeuvres to be completed with relative ease. I cannot fault the options all decked out in Mash style lettering. There is a useful password option and the inclusion of co-pilots with different personalties and strengths enhances the close call combat situations.

As soon as I grasped the control stick, I immediately preferred the fixed altitude style of play, not having to worry about torque or crashing into the drink makes your aerial antics all the more enjoyable.

Mike Posehn, the programmer, has certainly made this game frighteningly real and I'm all for it. From the MIAs using mirrors to attract you to the many secret bunkers that litter the battlefields, every aspect of *Desert Strike* is totally authentic, luring me back again and again.

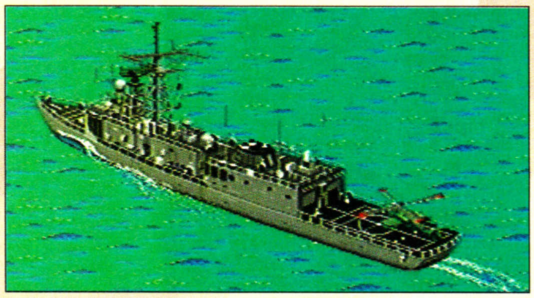


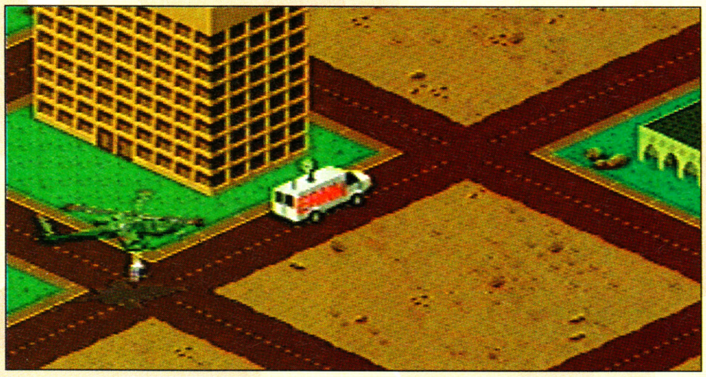
No helicopter combat sim can do without the thumping of the rotor blades, the chain gun rapping into concrete and the tense metallic whistle of an incoming missile. *Desert Strike* is best played with the volume full up so that cutting up an APC becomes an obscene orgy of noise punctuated by that final, satisfying explosion.

There is a convincing military atmosphere aided by the regimental drum marches and the briefing room not forgetting the verbal roasting you get if you fail. It all prepares you for the glorious battle ahead but judging by some of the complex missions, it is not an easy war to win.

If I had to criticize *Desert Strike* in any way (which is difficult), I would have to say that occasionally the screen jerks slightly when turning and you sometimes get swallowed by the edge of the picture. Although quickly rectified, this can cause you to be destroyed by enemy fire and with so few lives it is very frustrating.

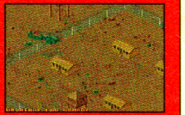
Certainly, if you like your shoot-'em-ups thick and fast, then the multitude of desert opponents will satisfy you. Personally, I enjoy diving through a residential area guns blazing towards an unsuspecting tank, then turning down another street and lifting a hostage from a roof under heavy fire. *Desert Strike* lets you fulfil your wishes and more besides.





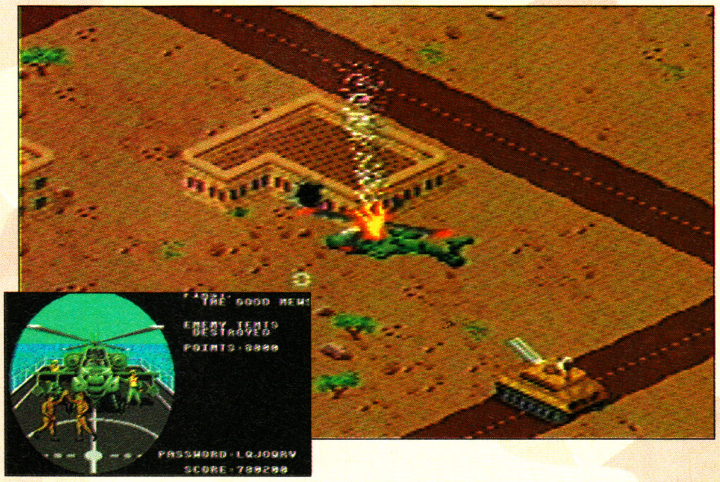
A dawn launch from the allied frigate (above) and a quick sortie into a city to rescue some trapped news reporters (Electronic Arts News Network). *Desert Strike* is so addictive because there is so much to do.

PROTIP Do not approach the POW camp on level two before you have completed every other mission. If you do, you will encounter impossible odds with unavoidable streams of bullets and more tanks than you can possibly handle. Only when all the SKUD launchers and prisons have been destroyed is it safe.



Have you seen Wings of the Apache with Nicolas Cage?

STRIKE

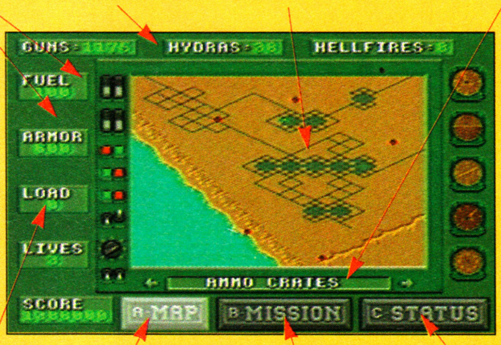


Collect fuel drums and tool boxes to stay in the air.

Weapons readouts: hellfires are the most powerful missile.

This mission three map indicates large urban concentration in the centre.

The message bar relates to what is highlighted on the map screen.



Indicates how many MIAs, POWs or spies you have captured.

The map (above) identifies targets, supplies and MIAs.

A short description and picture of a specific target.

Mission status: what percentage of the missions are complete.

PROFILE

DESERT STRIKE ● EA ● £39.99 ● OUT APRIL

CART SIZE	8Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	password

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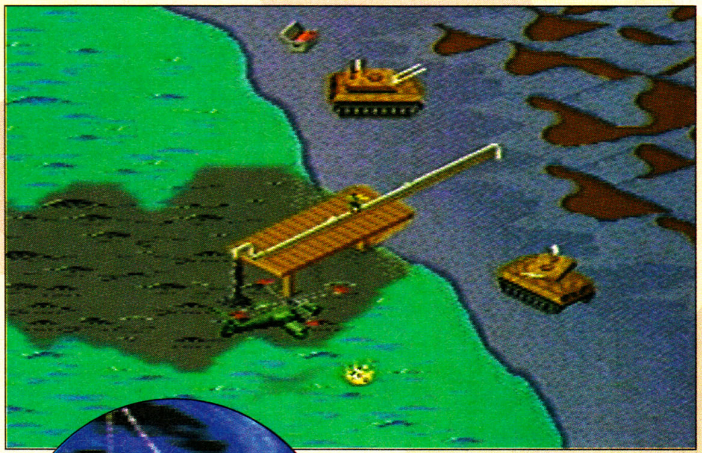
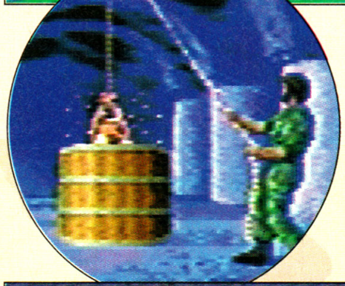
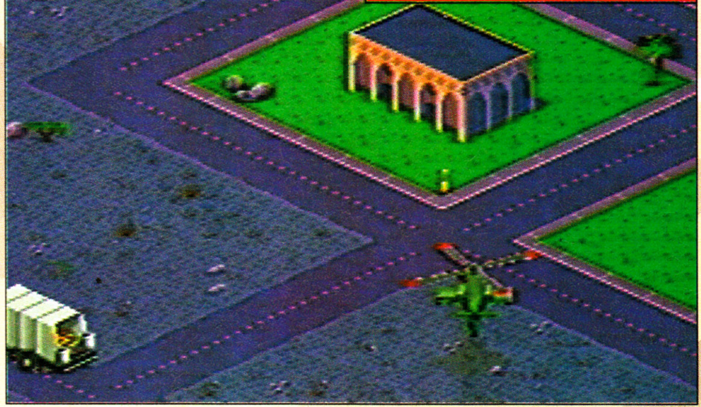




The campaign hots up on level four as the evil dictator attempts to flee leaving vast environmental damage. You must dive in and take out the tanks and stop that oil flow. Meanwhile (left), a hostage is melted.

PROTIP Just in case you get bogged down, here is the code to level two: TGJZLOK. Now you can get well into the Prison level and experience even more *Desert Strike* violence.



Yeah! This is what I joined up for. Sinking loads of hellfires into some vulnerable buildings and strafing the troops with thousands of bullets. The garbage trucks hold either hostages or bomb parts.

What's so addictive is that even if you complete it, you can still come back and relieve a bit of tension any time.

In short, for gung-ho trigger happy heroes like me *Desert Strike* is THE combat shoot-'em-up. See you at the medal ceremony.

● Damian "chopper" Butt

GRAPHICS ▲ Detailed and convincing battleground. ▲ What an awesome frigate!	92
SOUND ▲ Terrific military marches and anthems. ▲ Ear drum-bursting explosions.	89
GAMEPLAY ▲ Vast destruction is appealing. ▲ Varied missions require quick thinking.	94
CHALLENGE ▲ A pilot's work is never done. ▲ Sierra hotel is frequently visited.	88

EA have done it again with a masterpiece of intense action.

PROSCORE 92

If you have, our commiserations.

Art ALIVE

MEGA DRIVE

Art Alive is the very first paintbox program available for your Mega Drive.

If you're unsure of what that means, let us explain. It allows you to indulge your more imaginative side in creating your own masterpieces onscreen. In other words, you can draw pictures with it!

It comes under the newly dreamt up "edutainment" category, which promises, as this portmanteau word suggests, to educate and entertain you simultaneously.

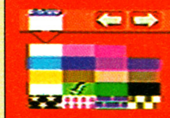
Art Alive has a 16-colour palette, all of which can be onscreen simultaneously, several tools for creating various effects and also the option of animating your projects.

This package describes itself as ultra user-friendly with over 50 graphics and backdrops predrawn for ease of use, but don't let that hinder your originality, go for it!

MEGA DRIVE
Art ALIVE

Although Sega UK are the official suppliers of the UK version of *Art Alive*, we obtained our US copy from those particularly friendly people at Console Concepts, Unit 18, The Village, Newcastle-Under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759. Their meagre asking price for this breakthrough in home entertainment is £30.

PROTIP Select a background colour before beginning your project. This will set the stage for your pics and anims. Also, remember that when altering your palette, the colours in your artwork will be changed too!



Get ready to draw, paint and animate with this program. Stun your friends and relatives with your alluring compositions and, in particular, impress your Auntie Ada with your fabulous renditions of her exceptionally large alcoholic nose.

On powering-up you are given a rather basically-coloured title page, which is surprising considering the nature of this utility. Accompanying it is a deliciously funkadelic soundtrack which had me tapping my toes and clicking my fingers in time whilst reading the uncharacteristically helpful manual.

The menu is entirely icon-driven for ease of use. On the left is the palette which allows you to choose back- and foreground colours. Centrally mounted are your tools. These give you the options of a freehand pen (which has three nib sizes and five speeds), curved lines, boxes and circles of any size you like. There is an airbrush facility which has three styles of spray, an eraser and also a rather slow flood-fill option which can fill with a particular colour or, alternatively, a design which you can specify.

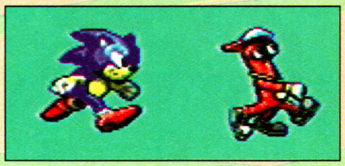
There are six preset pictures, which you can colour by numbers, and a choice of preset sprites (or "stamps" as they are called) which can be recoloured or animated onscreen. These include Sonic the Hedgehog and the fabulously freaky ToeJam and Earl.

If, like me, you are blessed with toes for fingers, and therefore have no artistic talent whatsoever, you could twiddle with this program for hours and not come up with anything vaguely artistic whatsoever.

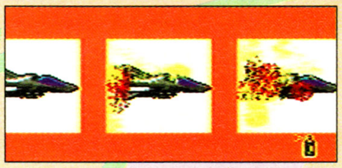
If, on the other hand, you are a budding Van Gogh, you may soon have created before your very eyes a canvas comparable to any of the great masters, which can be saved for prosperity onto a VCR to bore people with at a later date.

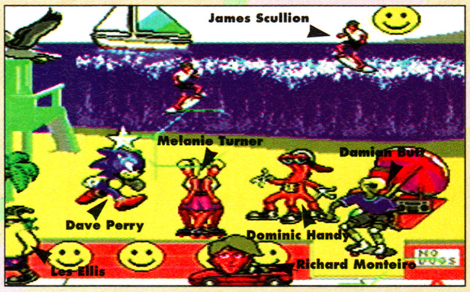
So if you feel as though your pictorial ability is going to waste, then this could be the program for you. As for me, I never progressed past wax crayons!

● James "Vincent" Scullion

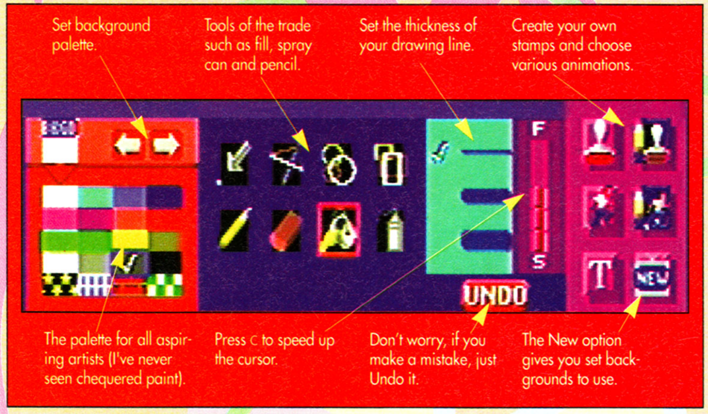


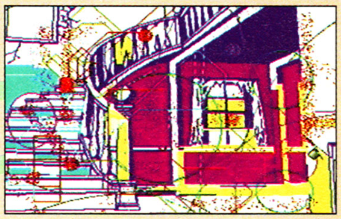
Art Alive features some well known characters (above) and four-frame animation (below) to jazz up your masterpieces.




James Scullion
Melanie Turner
Damian Butt
Dave Perry
Dominic Handy
Richard Monteiro
Les Ellis
NO DOGS

(Above) The SegaPro crew at the beach. (Below) Something Dave knocked up in five minutes on *Art Alive*.


Set background palette.
Tools of the trade such as fill, spray can and pencil.
Set the thickness of your drawing line.
Create your own stamps and choose various animations.
F
S
UNDO
T
NEW
The palette for all aspiring artists (I've never seen chequered paint).
Press C to speed up the cursor.
Don't worry, if you make a mistake, just Undo it.
The New option gives you set backgrounds to use.



If you've ever wanted to see the inside of Les's house, then this is your chance. Note the tasteful decor and soft lighting.

PROFILE

ART ALIVE ● SEGA US ● £29.99 ● OUT NOW

CART SIZE	4Mbit
PLAYERS	1
STAGES	n/a
SKILL LEVELS	n/a
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

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GRAPHICS 88
▲ You decide.
▲ Encourages success with varied options.

SOUND 80
▲ Love that groovy intro tune.
▲ In-program sounds are informative.

GAMEPLAY 75
▲ Variable speed of pen is useful.
▲ Limited by your imagination.

CHALLENGE 75
▲ Can you draw?
▼ ProArtists may find it limiting.

Good for beginners although some essential features are lacking.

PROSCORE 79

Did Andy Warhol use Art Alive for his Campbell's soup tin?

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As if that wasn't enough, five runners-up will receive copies of EA's hot new Mega Drive release Where in Time is Carmen Sandiego? (Check out the review on page 44.) Carmen Sandiego is a time-travelling criminal who is stealing historical artifacts and you must stop her and her gang. It even comes with a desk encyclopedia, so that you can learn as you play – they don't call it edutainment for nothing, you know.

Norman Tebbit once told the jobless to "get on their bikes" – hence their popularity.

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QUESTIONS

1) What is the name of the detective agency in Carmen Sandiego?
a. Acme b. Acne c. Hackney

2) Which time-travelling hero used a machine called the TARDIS?
a. Captain Caveman b. Doctor Who c. HG wells

3) How many actors have played Doctor Who in the TV series?
a. 6 b. 7 c. 8

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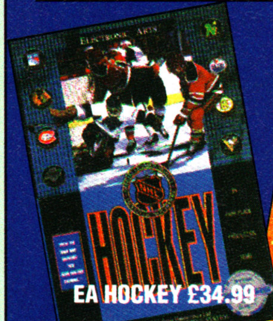

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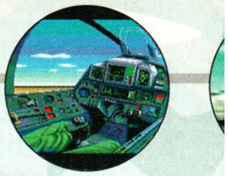

TASK FORCE HARRIER EX

MEGA DRIVE

"Hey, comrade! All I did was try to invade all the countries around Russia then launch some TU-190 bombers for world-wide devastation, and all of a sudden the allies are declaring war. If that's not bad enough, a single Harrier Mk5 has been systematically destroying all my lovely new tanks and some of those nice looking MiG things. What a liberty! I paid good money for those, just to have some hoity-toity, gonad-brain pilot drop bombs on them. Well it's just not on. So to teach them goodies goodies, I'm throwing everything but the kitchen sink at them. Let's see that Harrier survive against those odds. Ha ha ha."

TASK FORCE
HARRIER EX
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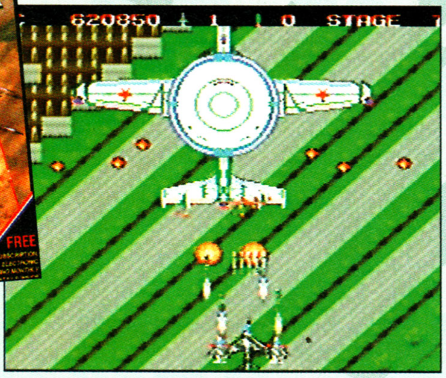
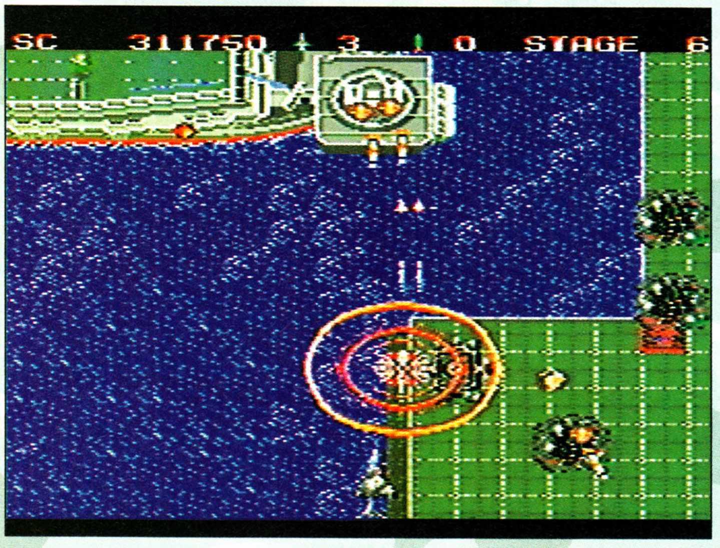


AWACs attack as a massive plane with a radar on it blocks your progress through the skies of stage seven. Let your outriders do the damage.



When a game has a whopping 8Mbit cart you expect graphics and sound on a par with *The Immortal* and more levels than is normal. You certainly do not expect such a torrid and abysmal looking game as *Task Force Harrier Ex*.

There are a few redeeming features, such as the excellent sequence showing the take-off and some of the challenging guardians, but there is just not enough to keep an average gamesplayer happy for more than a few hours.

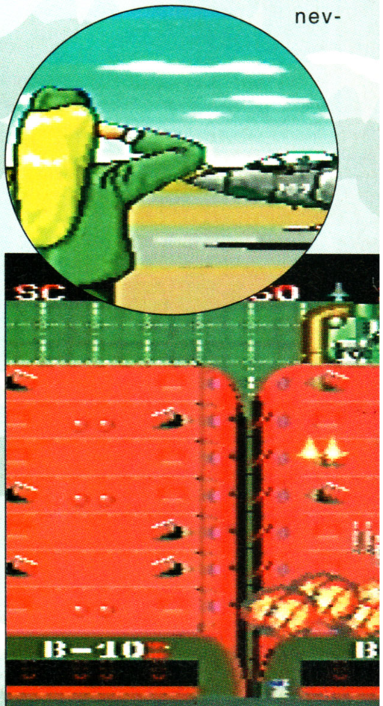
There is a half-hearted title screen with all the usual options but giving the choice of up to five lives plus four continues is a mistake, there are still not enough difficulty levels for long-lasting challenge. I must confess to never noticing the many tunes that droned on in the background. My opinion is that if they don't grab you by the throat instantly, they should not be there at all.

Each mission is brought to life realistically with a briefing from an animated commander and a cute little wave from your fiancée.

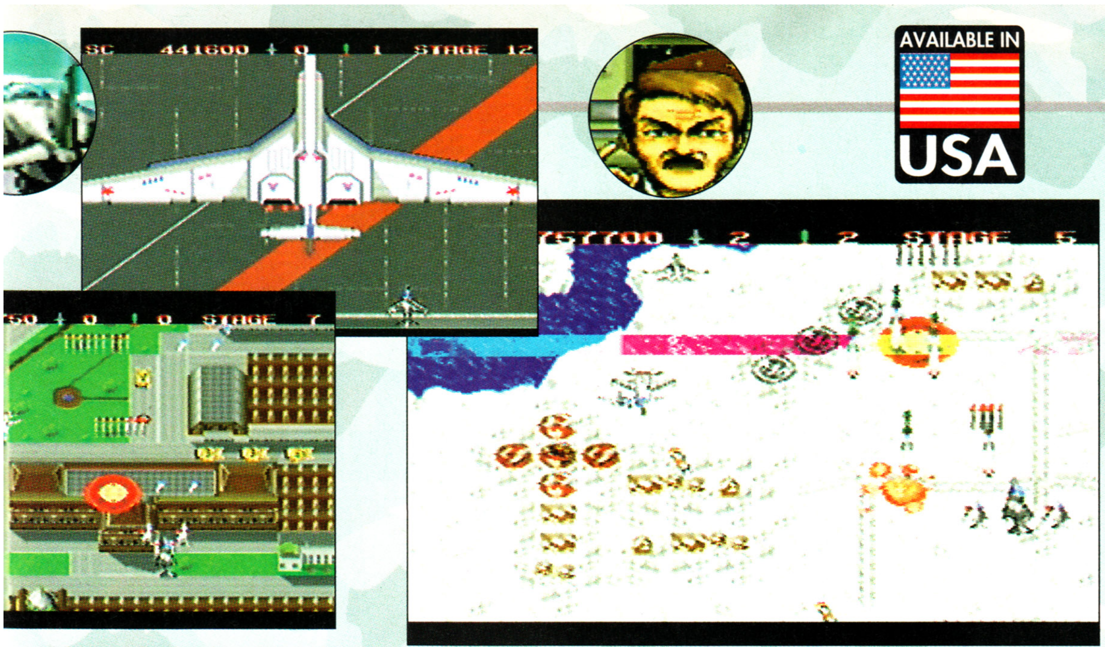
As far as the graphics are concerned, well, I'm extremely disappointed. More suited to the Master System, some of the sprites, like the tanks, are tiny and badly animated. The first three levels are practically identical and a snowy Siberia is not exactly the most aesthetic place to set a shoot-'em-up.

I thought the later levels were bound to jazz up, but alas not. The cities and supply depots all look like faded photos with ground-based weapons merging into the scenery, causing many collision detection problems.

Speech is limited, but a compelling feature nev-



I used to go out with Harrier...



Brrr... It's getting cold now as you enter stage five and the Siberian zone.

ertheless. Seldom have I heard such clear pronunciation (unlike *Vapor Trail*) and it definitely spices up the gameplay. I wish the briefings could have been given over the radio instead of just printed. The in-game effects, however, are worthless; there is not one speaker-busting sound and half of them are totally unconvincing, such as a little blip for a volley of rockets.

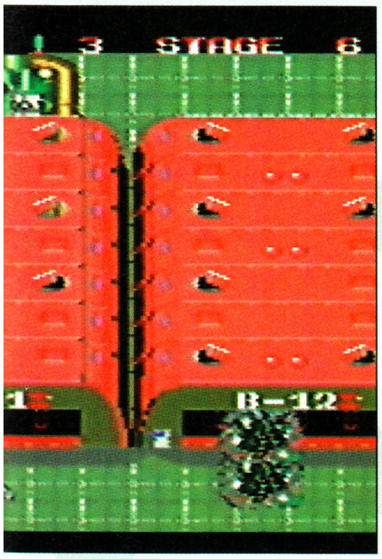
When you see the screen shots with full screen guardians, *Task Force Harrier Ex* promises much, but when you actually play it, delivers little. The vast majority of sprites, ranging from the jets to the SAMs and helicopters, are very jerky, unconvincing and unoriginal. The only innovative piece of hardware is the shuttle riding on the back of a bomber, but even this was short lived as all the guardians are incredibly easy to defeat. Either the Japanese are terrible at shoot-'em-ups or they see the us Europeans as soulless, button-bashing cripples with no gamesplaying talent.

You have to be supremely bad at shoot-'em-ups to fail with so many bombs and chances. The end result is that *Task Force Harrier Ex* is far too easy. A complete waste of an 8Mbit cart and definitely not worth the money.

● **Damian "VTOL" Butt**

PROTIP

Get the powered-up rockets ASAP as they provide a blanket cover of shrapnel and fire that should protect you in the midst of a fire-fight. This is particularly useful on level five where the enemy has air superiority.



GRAPHICS 71
▲ Large, forbidding guardians.
▼ Sketchy levels, no authenticity.

SOUND 75
▼ What music?
▼ The best speech on the MD.

GAMEPLAY 68
▲ Initially fun to play.
▼ Enormous game scope is wasted.

CHALLENGE 64
▼ Completed on the second go.
▼ It needs at least 50 levels!

Let down by deficient graphics, sound, gameplay and challenge.

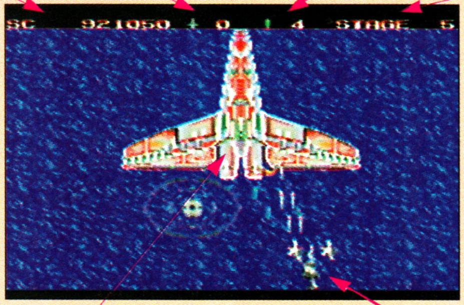
PROSCORE 62

Your total score so far in the game.

The number of lives you have left.

Smart bombs: useful for destroying some of the more agile enemies.

The game stage you are currently trying to complete.



The considerably larger enemy plane just waiting to be blown to smithereens.

You in your diminutive craft, unleashing a flurry of missiles.

PROFILE

TASK FORCE HARRIER ● TRECO ● £35 ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	13
SKILL LEVELS	3
FEATURES	n/a

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...but now she's my Ex.

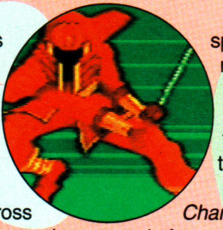
AVAILABLE IN USA

KID CHAMELEON

Wild Side is the latest feature in arcade games; so real you can almost smell the sweat. This particular system, however, has got a little out of hand and the head guardian, Heady Metal, has decided that he has had enough of being beaten by little snotty-nosed kids.

Heady has escaped and is wreaking havoc with all the local kids. He is capturing them so that he can make the poor blighters run the gauntlet of mazes he has within his Elsewhere Evilmeister.

This is where Kid Chameleon comes in. He is the coolest, hippest kid of the lot and is also the world's greatest gamesplayer. Kid has volunteered to find the guardian and take him on at his own game. If he wins, he gets the kids, if he loses the guardian gets the Kid.



Kid Chameleon is being touted as the next mega game on the Mega Drive, following in the footsteps of *Sonic* and *RoboCod*.

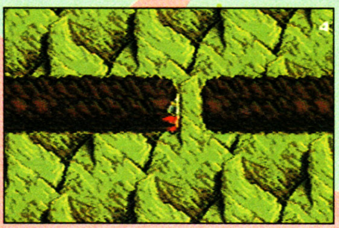
Graphically, *Kid* is a cross between *DecapAttack, Sonic* and Nintendo's *Mario.* The main sprite is your run-of-the-mill T-shirt emblazoned authority-hating kid, a real Dave Perry.

The Kid really develops the attitude when he picks up the chameleon masks that turn him from a normal street due into an all-singing all-dancing nasty dude. Check him out when he puts on the ice hockey mask and turns into Jason Vorhees.

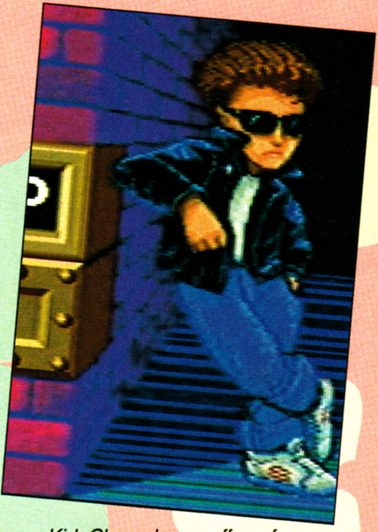
The backgrounds are nothing really spectacular, but they don't detract from the game. All the action is based in the foreground and that's packed with action.

The backing music that accompanies the play is very bland. It just doesn't jump out like a good tune should, it beeps along in the background while creating very little atmosphere. The effects are not bad, but their trouble is that you can't hear them because the music drowns them out.

The gameplay in *Kid Chameleon* is the familiar platform-cum-shoot-'em-up. But instead of relying totally on old concepts, the programmers have introduced some clever new elements, the best of which is changing the kid's persona with each different helmet he picks up. Trying out all the different helmets is great fun and some of the effects are quite hysterical.

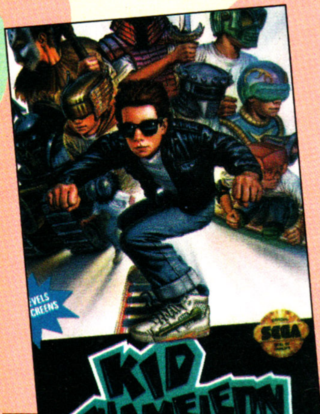


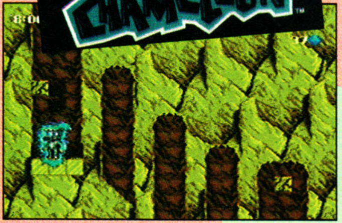
Sword-wielding samurai Kid hunts for some butts to kick. The Wild Side machine has gone wrong and Kid's got to sort it out.



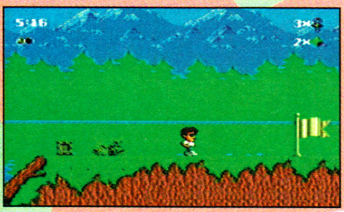
Kid Chameleon suffers from one main fault, though, and that is too common on all Mega Drive games. Even with 103 stages (according to the manual), it is, of course, far too easy. But so was *Sonic*, and like *Sonic* you'll be coming back to *Kid Chameleon* over and over again because of its very addictive gameplay.

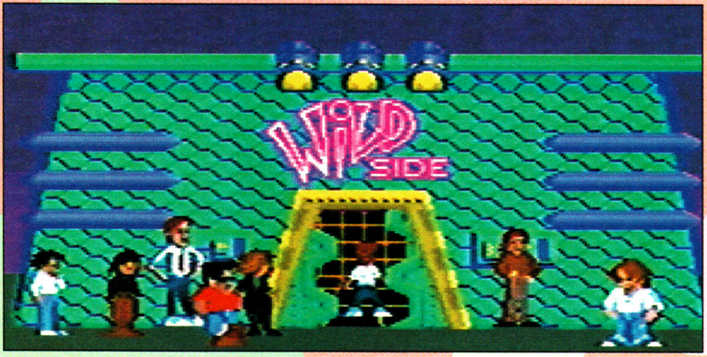
● Les "big head" Ellis

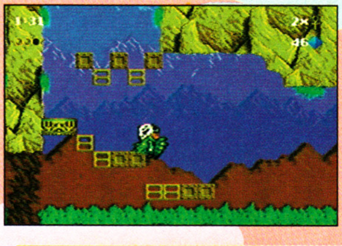




Above the Kid is in his wall crawling gear, below our Kid goes for simplicity and a nice pair of Ray-Bans.







PROFILE

KID CHAMELEON ● SEGA ● £36 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	103
SKILL LEVELS	3
FEATURES	n/a

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Sonic should keep looking over his shoulder, the Kid is on his back.

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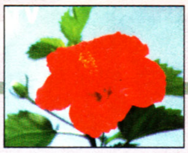

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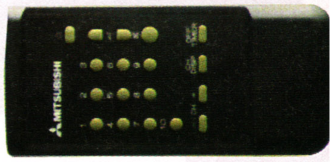

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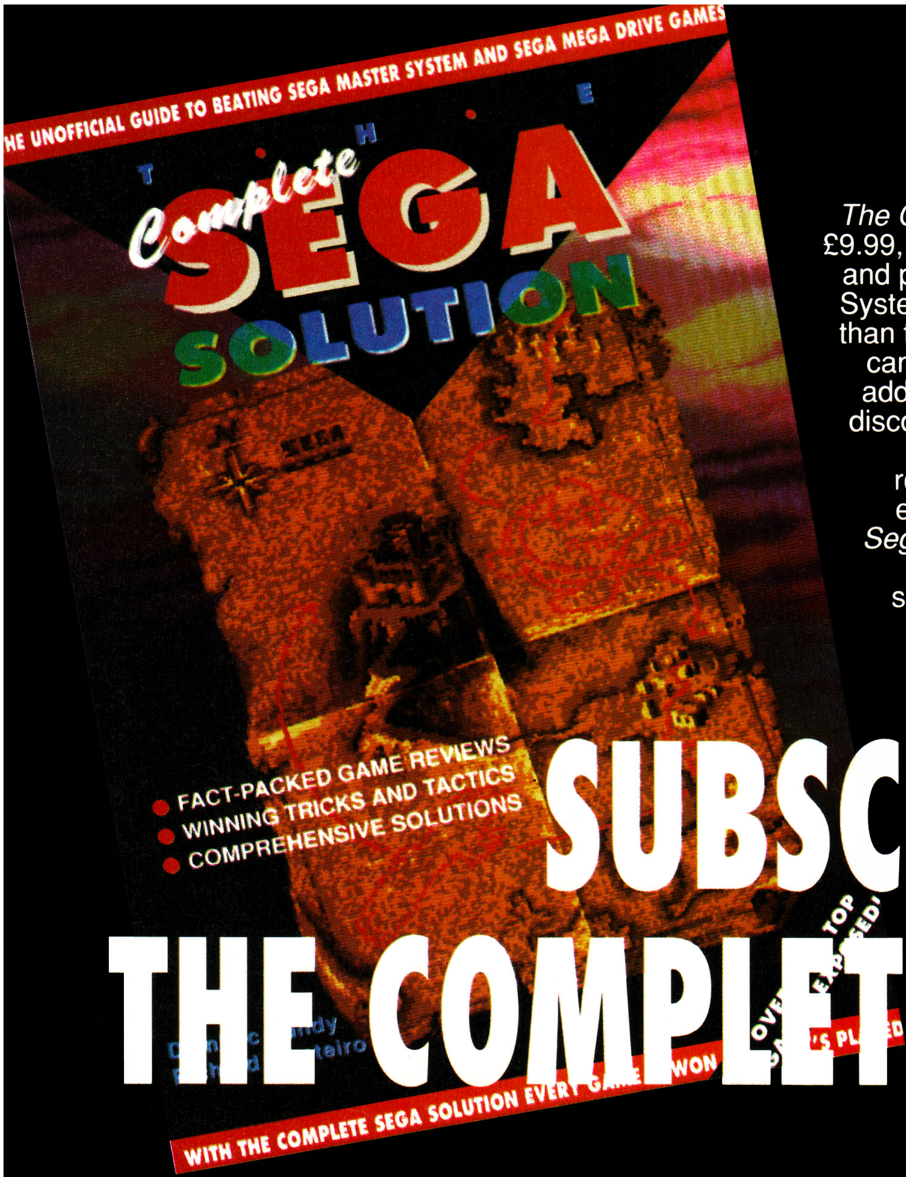
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If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

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MEGA DRIVE

Phantasy Star III 74
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THE LUCKY DIME CAPER

TIME
GAME GEAR

It's obviously only big city types who fax us their tips, because the machine has been relatively quiet all month, although we did get this gem. Nick Haworth sent us this little cheat for Donald's first GG appearance. When you have died and the continue screen appears, press DOWN and button 1 simultaneously. You should now start on the same level with infinite lives.

Gavin Baxendale sent in a few mini tips. This one for the epic RPG will enable you to slow down the game and improve your odds in fights. Press START to pause the game then press B for slow mode.

PHANTASY STAR III

Bemused by this highly addictive romp through nostalgia? Have no fear, just use this useful cheat sent in by Gavin Burrell in Chelmsford. Hold down 1, 2 and press UP on the joypad when you switch on and press START twice for a select mode screen. Now you can alter the number of lives and decide which level to begin on.

SPIDER-MAN

SPIDER-MAN
TM
vs
THE KINGPIN

Spider-Man on the MS has accumulated a huge following from ProPlayers. Bruce Marsden sent in these two tips for the end of the game. In the room where you have to get the lizard's key, go to the bottom right of the room in the slime and pull down then jump. When you jump out of the slime you will miraculously have Venom's suit on.

On Electro's key room, when you get the key, drop down the left-hand side where you will see a flashing Game Gear. When the screens showing your photograph money have disappeared, Peter's room will appear, but it will say "Press button 1 to continue or button 2 for Game Gear". Press button two and you can play a game of Pac-Man.

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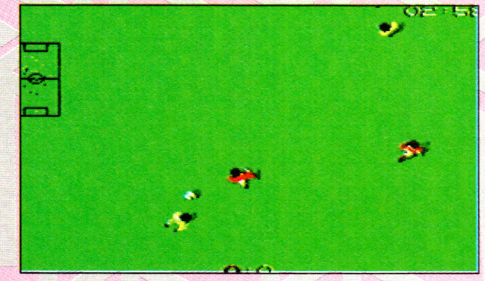
SUPER KICK OFF

A quick tip if your ball controlling aspirations are falling short of the goal net. Glyn Davies is the guy to thank for this goal scoring formula (although Damian has been using it for ages).

When you begin at the centre circle kick-off, immediately chip it up using button 2 and run with the ball in the air towards your opponent's goal. As it drops down to head height, press button 1 to head it (it should be just outside the area) and the ball will sail over the goalie's head and into the open net. If timed correctly, this method will always work, allowing you to win the World Cup and no doubt a record contract with a dodgy Seventies group making a comeback.



SLIDER (SKWEEK)

Our own hairy cornflake, Les Ellis compiled some exclusive codes for this frenetic French puzzle game.

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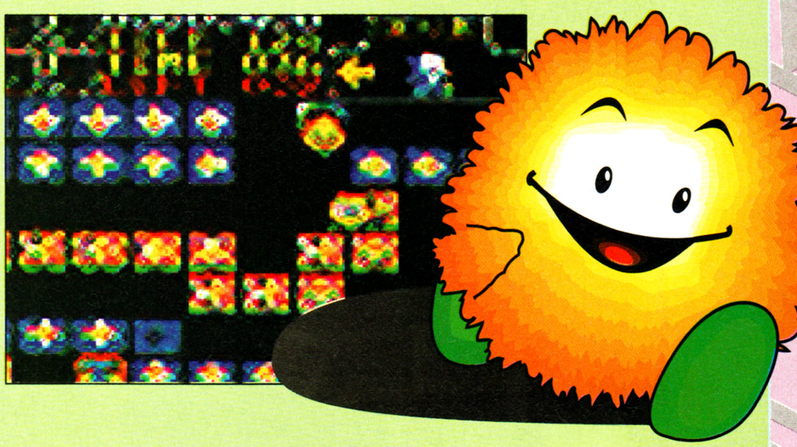
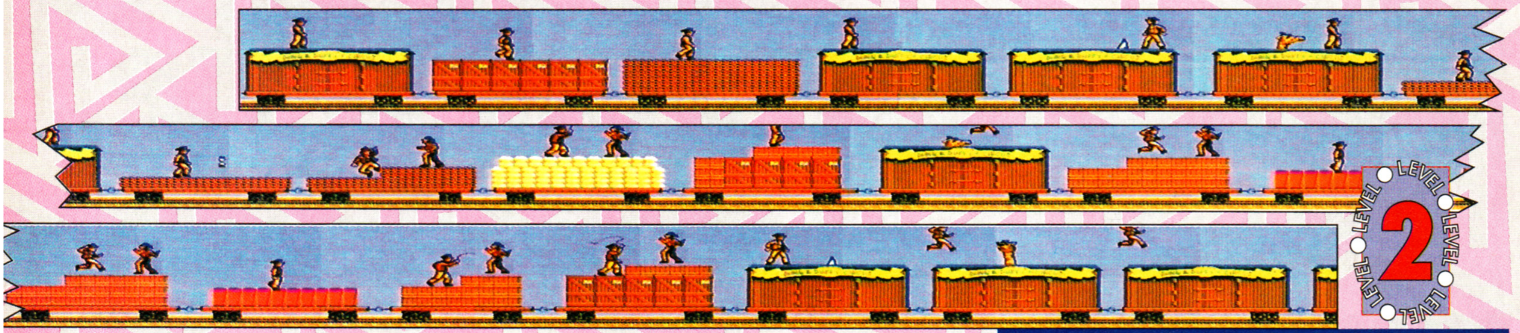




INDY 3

The GG version of this hit film was by far the best due to it's compact and therefore more detailed graphics. One fault shared by both versions is it's high difficulty level. Even on easy level it is quite amazingly hard to rescue Indy's dad and find the Holy Grail. Now exclusively to SegaPro, US Gold and the Pros have teamed up completely map and explain the whole game for MS and GG. Due to the simple aims of each level, hardly any lengthy descriptions are needed, it's just pure pictorial paradise, so sit back and enjoy. For you eyes only in SegaPro.

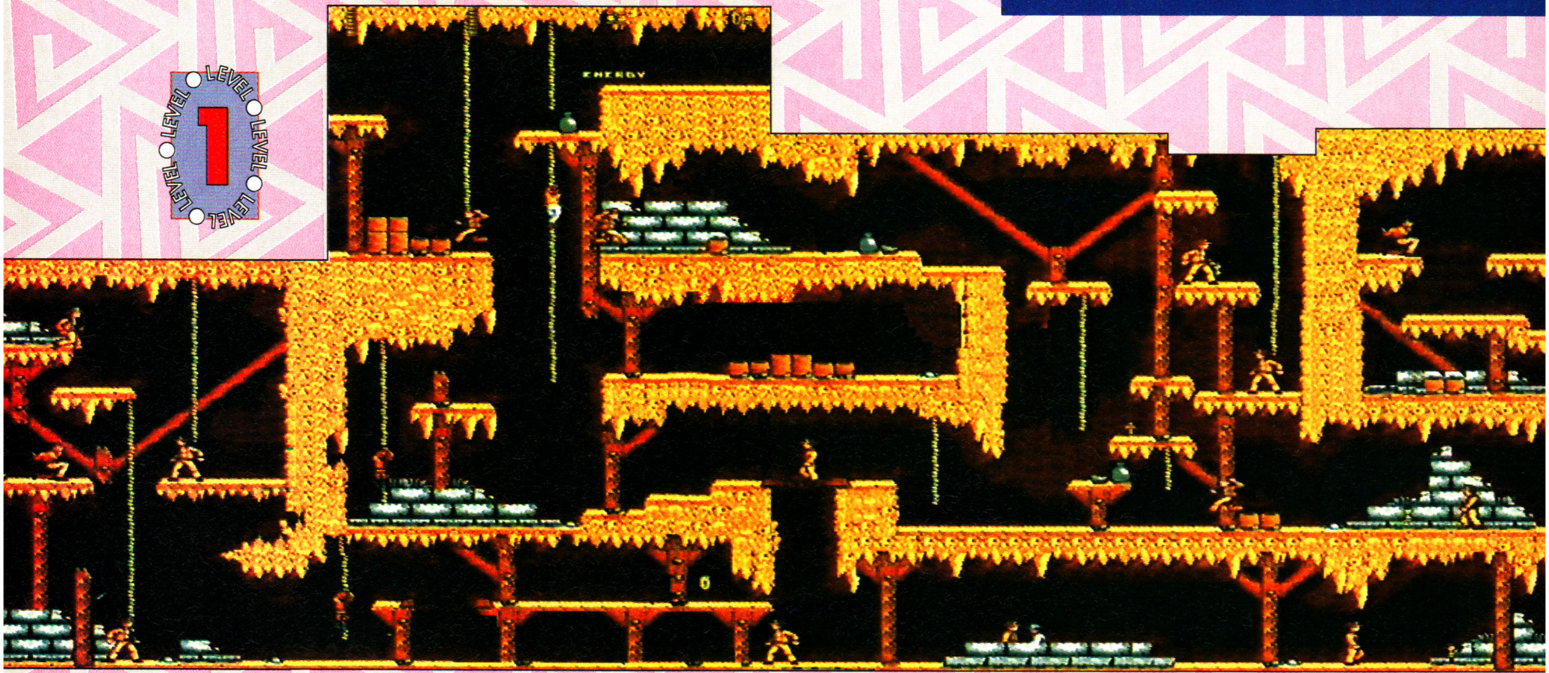
LEVEL TWO: The Circus Train

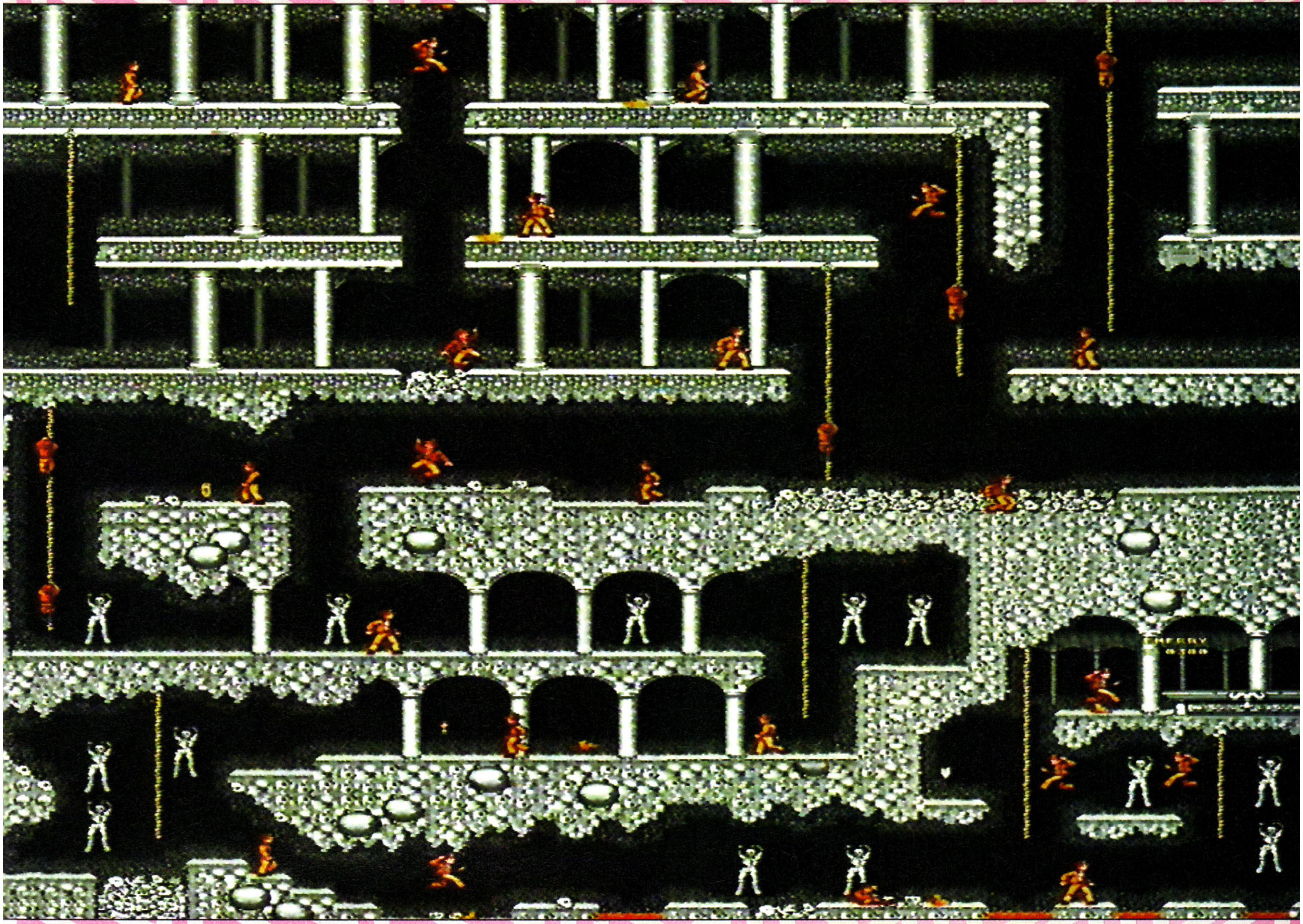
The most simple and straightforward level of the six, just run to the right, jumping box cars, and whipping or punching the archaelogists. Circus animals must be leapt when they descend into their carriages, in particular, watch out for the tricky giraffe.

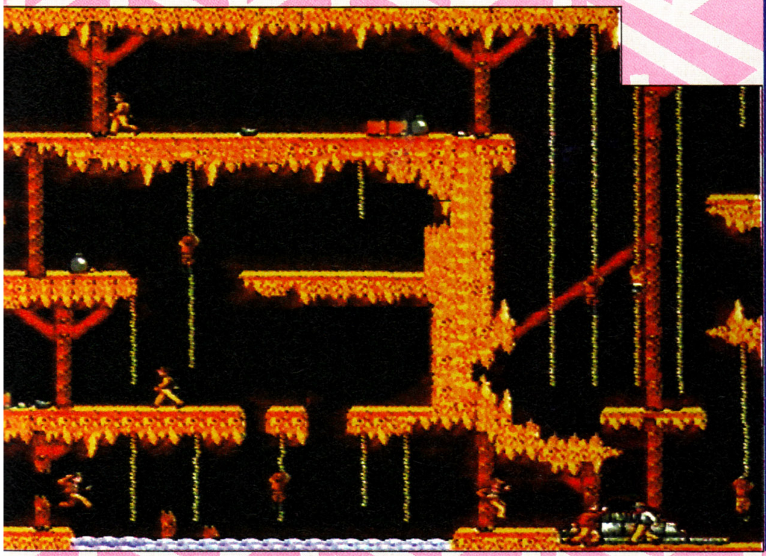
LEVEL THREE: The Venice Sewers

The first section of this level requires crackerjack timing, just run as fast as you can and avoid the falling rocks. Rats occasionally hamper your progress but easily jumped. At the end of the level is the Shield stating the area where the Holy Grail can be found. You must retrieve this to complete the level.

More of this exclusive solution next month with the highly dangerous castle, Airship and finally Grail location levels to discover. If any one has any cheats or handy tips for any of these levels then don't hesitate to become a part of this terrific solution.







LEVEL ONE: The Catacombs

The object of this complicated maze is to get the fabled cross of Corazone and escape the evil archaeologists. There are three important items to collect.

The Hour Glass (found on all levels)
Each hour glass adds 40 seconds to the clock and Indi 3 is set to a strict time limit that will rob you of life if you dawdle too long.

The Whip (found on all levels)
The whip has five charges which are replenished every time you pick up one of these. Whips will make short work of any enemies and certainly make Dr Jones' quest easier. Do not waste time whipping the animals on level two, they will not be amused or turned on.

The Cross of Corazone
Unscrupulous excavators are intent on finding the cross and selling it to the highest bidder. As a young Indy you must recover it and race to the exit at the top of the caves.

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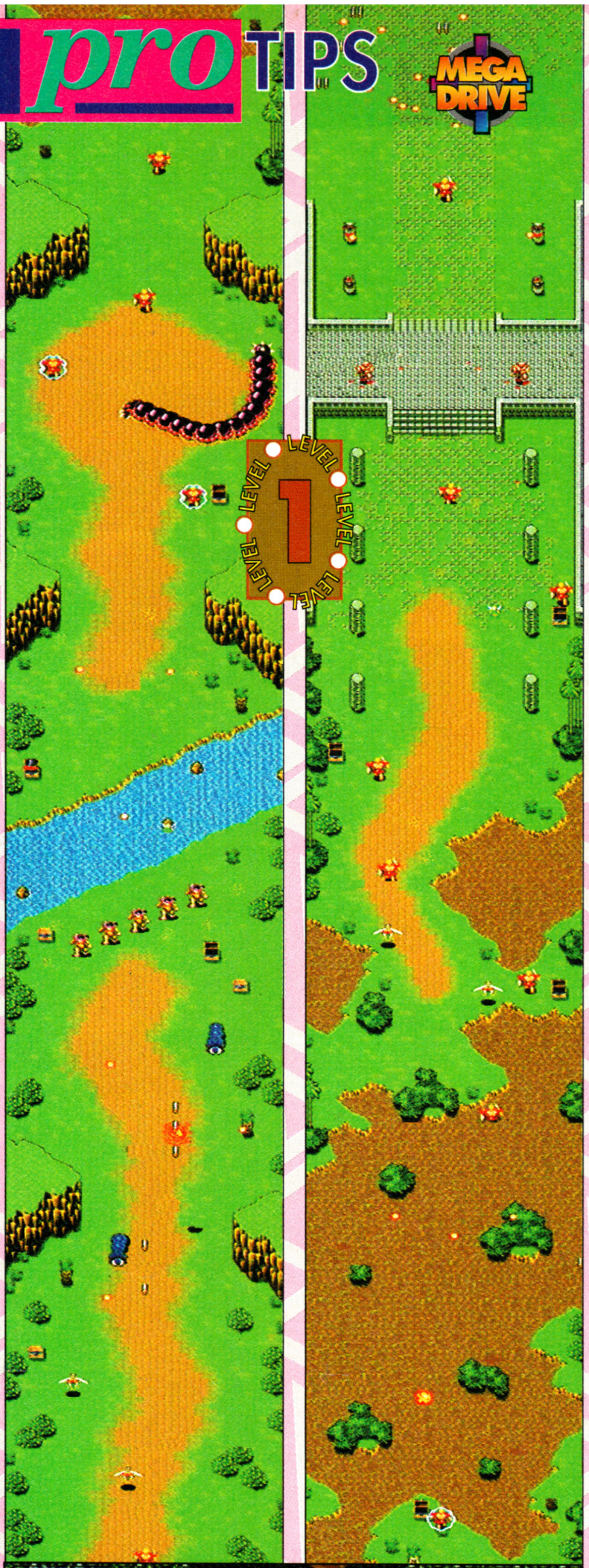


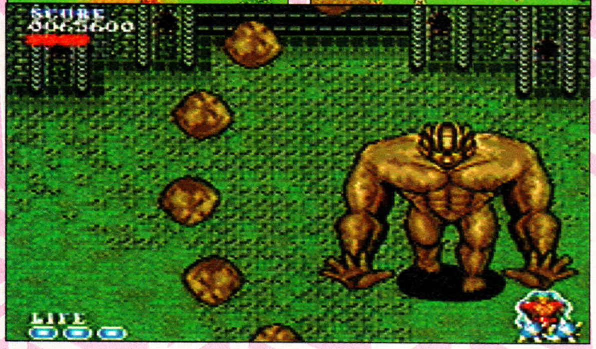
THE FOREST

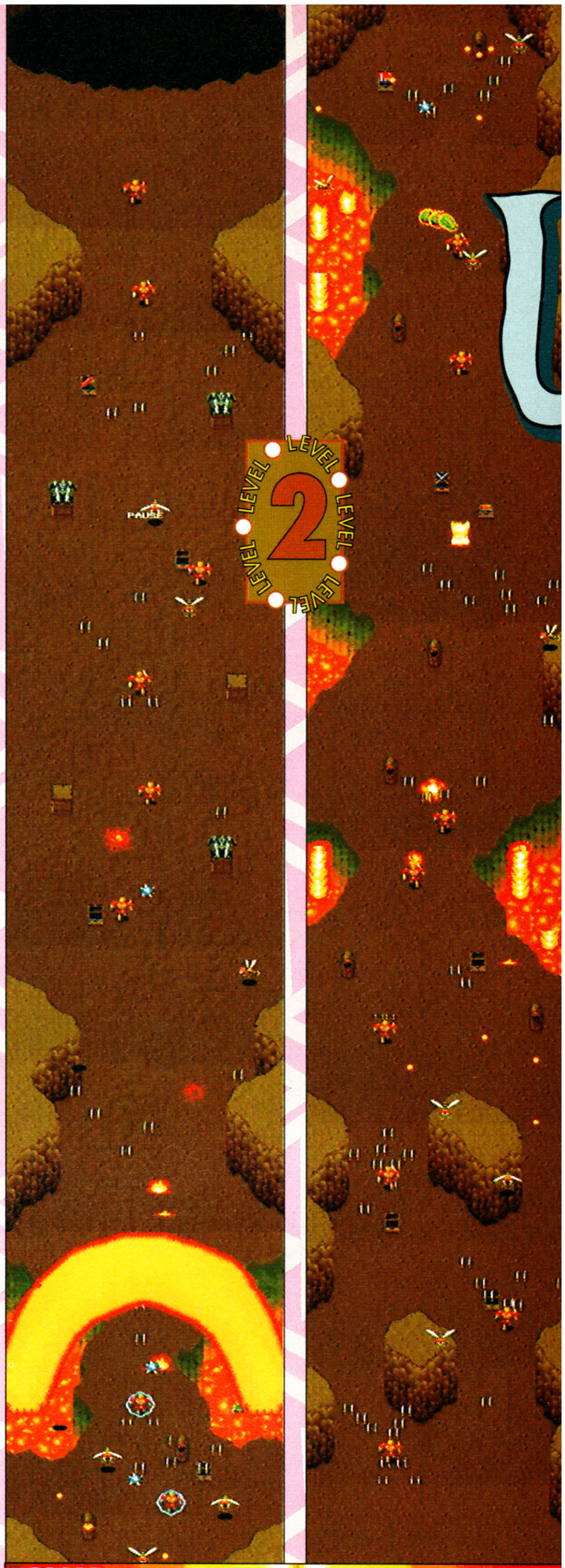
As this is the first level then you would expect it to be relatively easy – think again. The most destructive weapon is undoubtedly the two crossed swords; when powered up it is an awesome front and rear firing volley that kills everything in sight. The only problem with this is that you may shoot the icon in the treasure chests and be lumbered with a pathetic axe or even worse, the boomerangs. The forest is the most straightforward of the six levels, with the landscape and weather remaining unchanged. Midway, there is a huge jewelled serpent who is impervious to hits on anywhere except his head. To combat this slithery snake, lure it towards you (it will follow you all over the screen) whilst firing and at the last minute, run up and around him so that he must turn to face you. Now let him have it full in the face with your weapon and if necessary use your special option (although you should save them for the guardians).

At the end of the level is a wall with four holes that spit homing bullets in your direction, concentrate on one then avoid the bullets and let the diagonal swords take it out for you as you hit another from the front. Repeat this until all the holes are destroyed.

The guardian is a gargantuan rock giant with some particularly nasty flying boulders that take one life bar per hit and when there are 20 constantly spinning projectiles, you need a shield to fully avoid them. As soon as the boulders zoom in and start spinning, turn on the special option and let it take care of them. Now get directly beneath him and keep shooting as well as hitting him with the option. Despite his size, this opponent is a weed and will crumble back into the ground after only a few seconds.

For your energy allocation, stack up the strength and agility heavily as the other two will not help you in the thick of a fight.



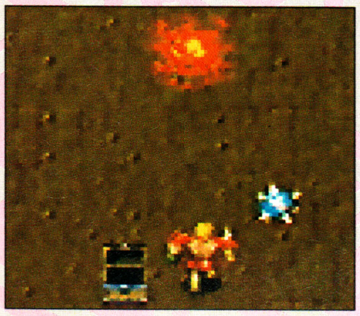


SCORE
0194600
LIFE

NDEAD LINE

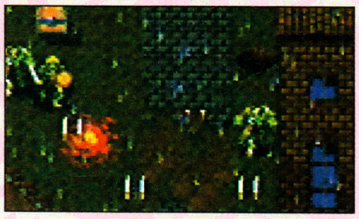
ROCK

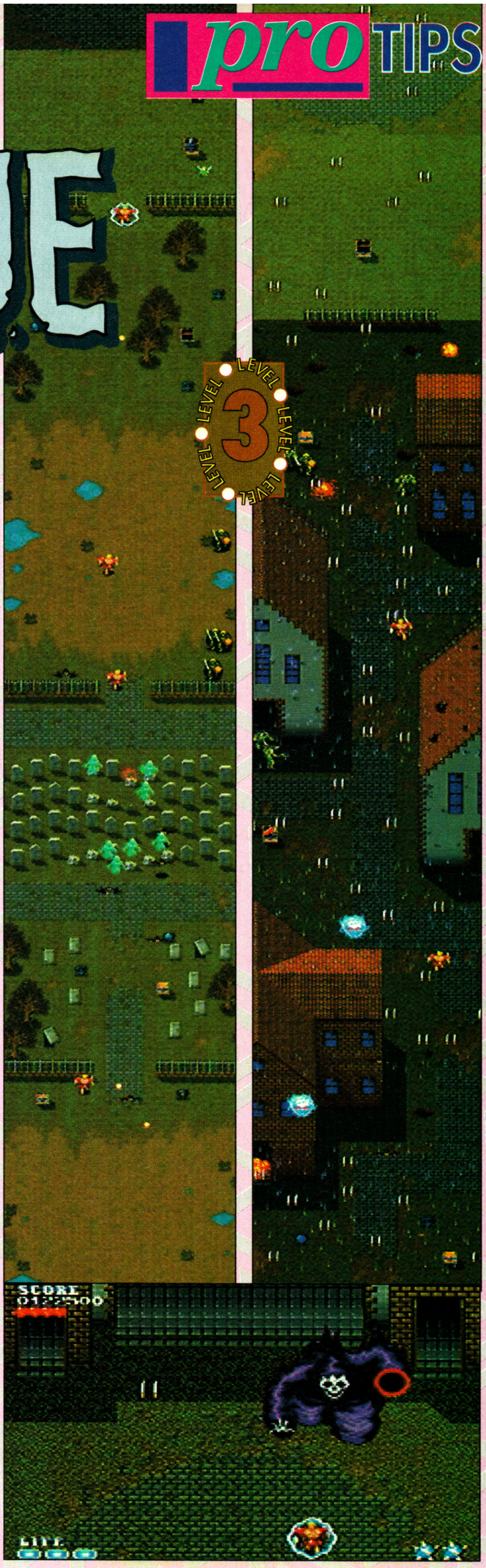
This molten level brings a new meaning to the word "fire-fight". You must not only kill the hordes of fireflies and worms but also contend with plumes of flame and unstable ground. There is also an impressive arc of fire halfway through which has to be one of the most stunning scenes I've ever seen in a shoot-'em-up. Get the shield as quickly as possible and again equip yourself with the crossed swords. The guardian is simple to defeat if you are quick with the old hand-to-eye coordination. First of all, two fists will rip from the sheet of flame and occasionally drop fireballs that explode and span the length of the ledge. To avoid them, just move back and forward but staying in the middle which is where all the action is. This guardian is sneaky, he also throws dud fireballs that do not explode but force you to move, he then hits you with a real one, so be vigilant. After a short while, the head will appear; a constant stream of swords as you dodge the fireballs will end this guardian's evil reign. You should never use an option on this guardian because he is too far away. Also remember that you can fall off the ledge if you move too far forward.

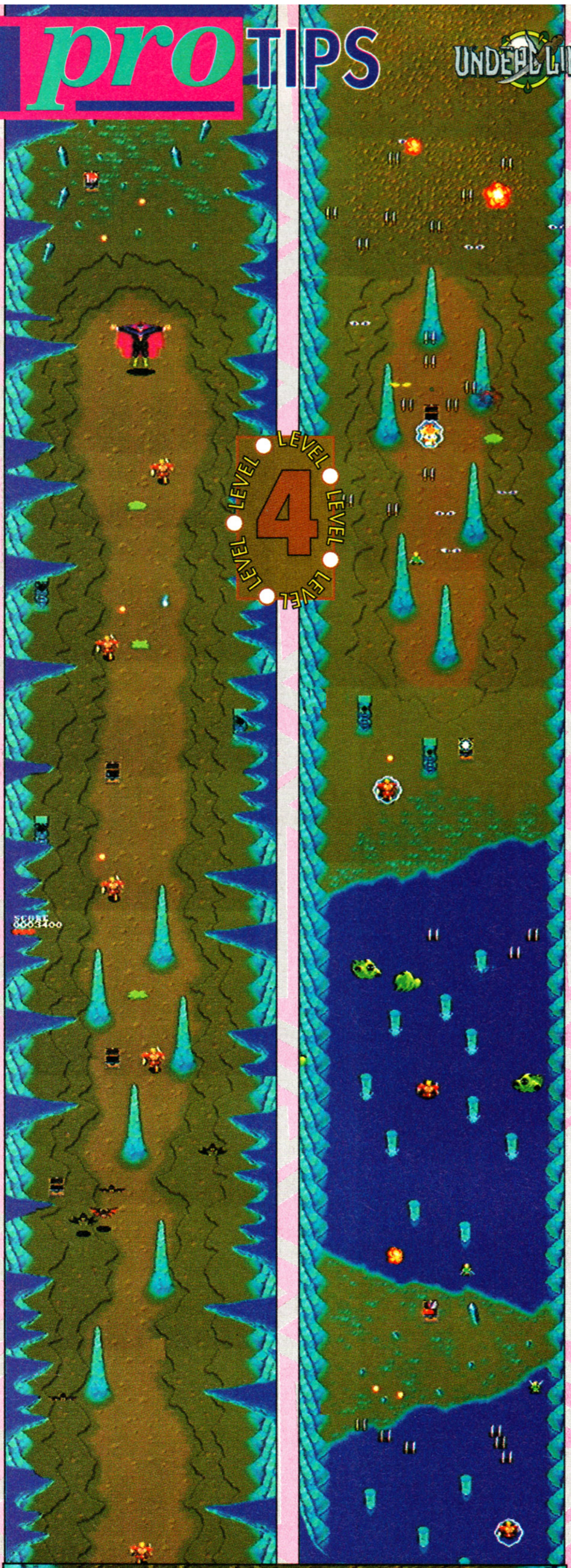


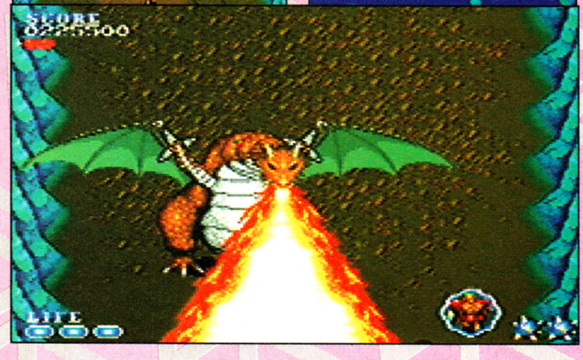
CEMETARY

Skeletor here is quite a tough hombre with his life-sucking black spheres and extending void but fear not, there is a pattern. Activate the option (which is vital) and run in front of him firing just after he has thrown some spheres. If you keep dodging left to right and shooting, he will always miss. Every other pass he will extend the dark aura that shimmers around him, so run to a corner to avoid it. One touch and you're history. The skeleton has loads of hit points so persistence is the key. Eventually he will disintegrate and without pausing for breath it's onto the next level.



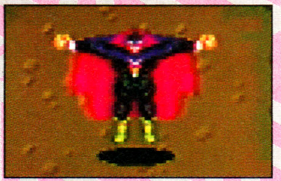






CAVE

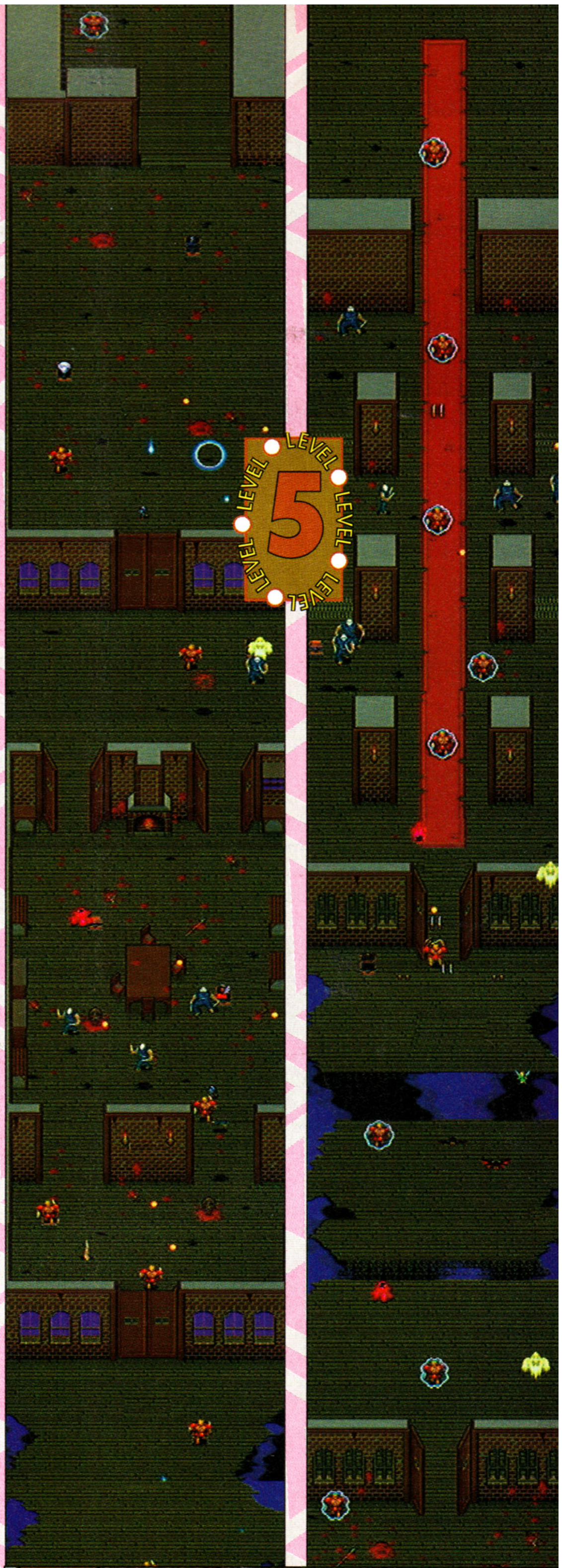
The count Dracula figure who you must fight halfway through this level is the target for your mission. When you have completed the first six rounds, you must face him in the castle again, this is just a taster of things to come. Any weapon will do, so get close up to him and when he opens up that cape to let out the missiles, hit him with everything you've got. When you have destroyed the majority of his projectiles, he will open up again.

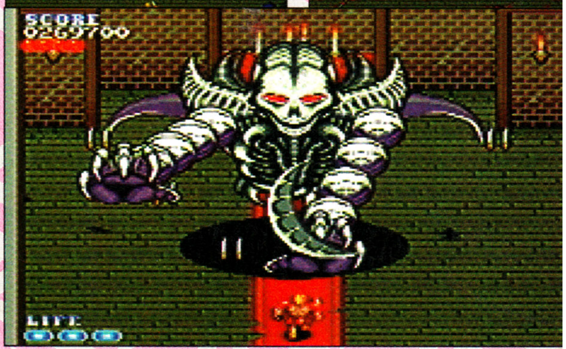


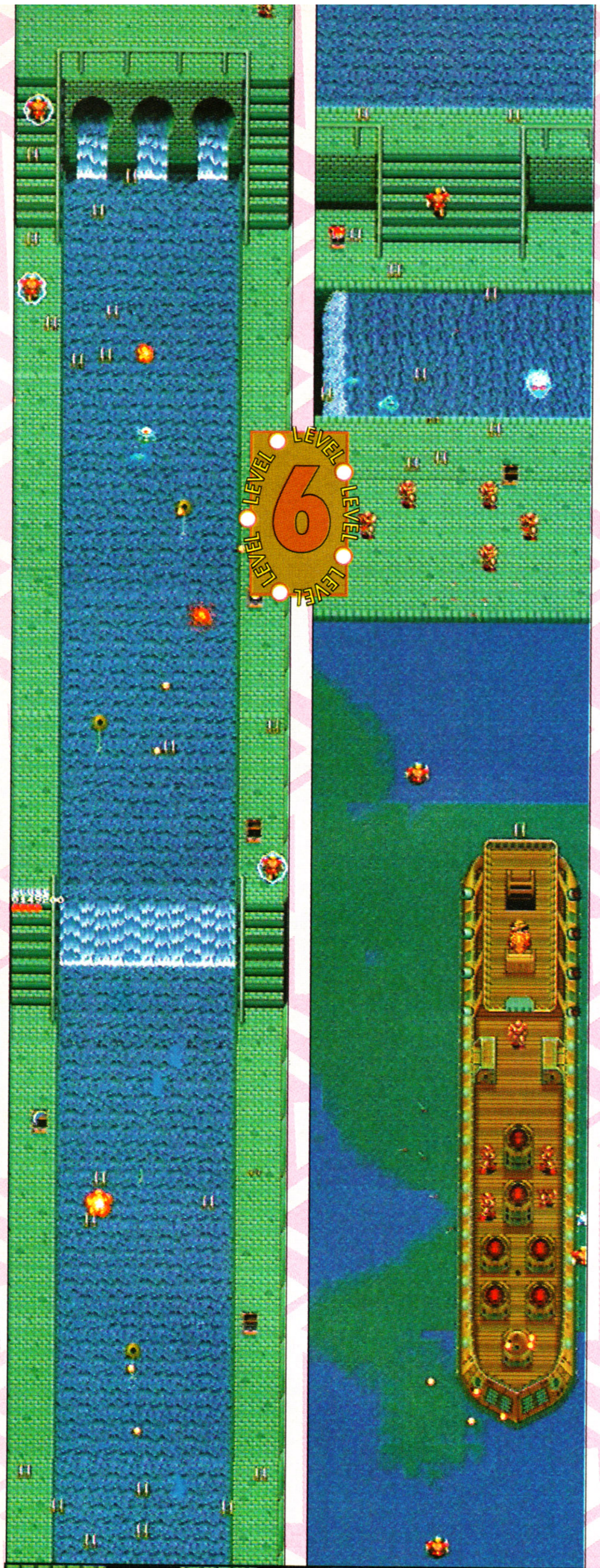
The end of level guardian is a mean, stomping, fire-breathing dragon. Preferably have the shield and either the powered up fire weapon or the crossed swords. If you stay in front of him for long, he will drop a shower of rocks so keep on the move. You will notice that he tracks you wherever you go, so tempt him up the screen then run back down and get some hits in as you pass. The special option is very useful here, but you have to get very close to use it. If the dragon starts huffing and smoke shoots from his nostrils then stand well back because he is about to use his fiery breath. Get caught in the blast and it's game over man!

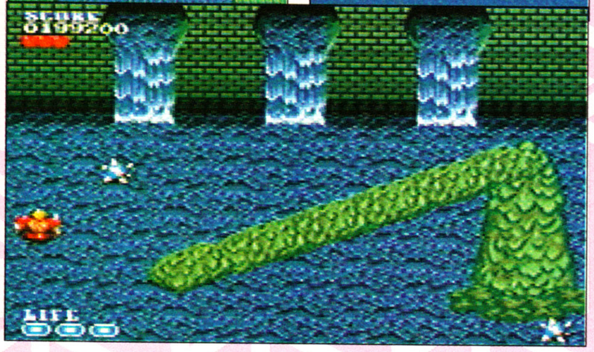
RUINS

A special option is totally essential here so if you wish you should attempt his level first to ensure you have one. This guy is the skeleton to end all skeletons but you must show no cowardice if you are to defeat him. Get the fire or the crossed swords and activate your option just before you reach it. Now stand in the centre of the screen and keep shooting when he appears. The razors that he throws should be destroyed by the option which leaves him open for a frontal attack. His audacity is his ultimate downfall as he is so close that your attack will kill him in seconds. Scratch one hideous ghoul.









DRAIN

With a level as tough as this you would expect an infamous demon at the end but I was disappointed; all you get is a slime monster with an extendable neck. First of all he will approach underwater as a green blob. Hit him as many times as possible and get back for when he surfaces. The guardian's neck will try to reach and kill you but it won't have a chance if you are quick. Keep on the move so that it cannot home in on you and keep shooting at it preferably with the crossed swords. The monster may try to submerge again but repeat the procedure to dispatch him to the depths from where he came.

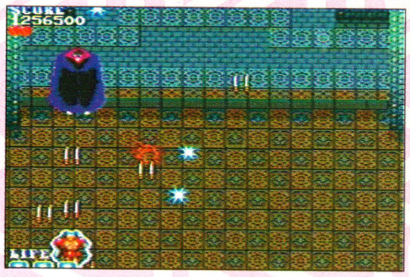
THE CASTLE

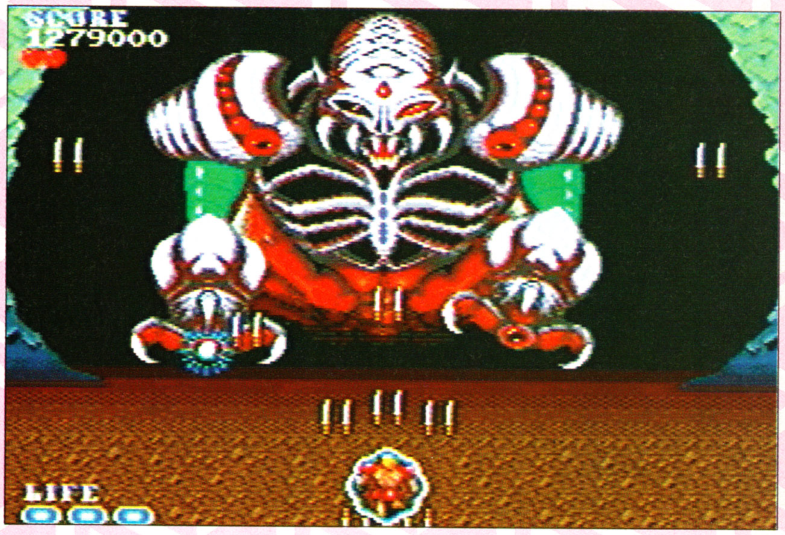
So you think you're hot stuff, do you? Well it's not over yet, you still have the awesome Dracula to defect on his home turf.

The dark lord appears in the same form as on the Cave level so adopt the same technique. The only difference is that he has ten times as many HPs and more magic. Defeat him in the same way as before.

Now you face the alien puppet master who was controlling all the count's evil deeds. It's easy enough to avoid the phaser shots down the sides but when they are close up it's a little bit more tricky. If you have a shield then all's well and groovy but you will still have to dodge repeatedly from left to right of one of the pincers. Each time it fires, move to the opposite side and keep firing all the time. A special option does serious damage so it is a good idea to save one for this bad dude with a bad attitude.

When you finish off this huge space fiend, you can relax with a cup of hot cocoa and watch the Game Over sequence.



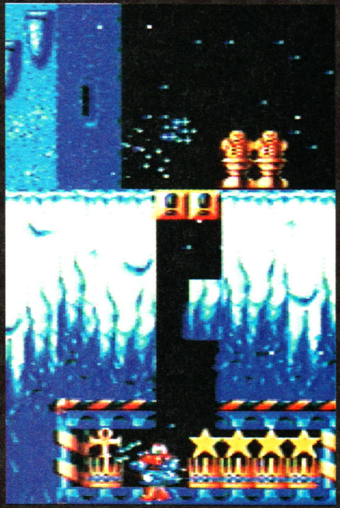


DAMIAN BUTT'S

pro TIPS HELP!

The Sega world is a happy place. Top tipster and professional problem-solver Damian Butt (as recommended by Dixons) has had a quiet month as few Sega owners have any trouble with any games. We can't believe it's true. You must have some problems. If you do, send your gamesplaying query to Damian Butt's ProHelp, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. Sorry, but personal replies are not possible.

Ryan and **AnnMarie Phillips** from Bath (who are potential lovers, Ryan tells us) have played *James Pond II: RoboCod* for months but still cannot get the extra lives and crowns found underground to the far right of the castle. As you already know, AnnMarie, we printed some cheats for this winter wondergame but neglected to mention this little tip.



First of all, use the invincibility cheat and enter the first door to the sports department. Go left immediately to exit the level and you will miraculously have opened all the doors. Now go to the penultimate level (Big Top circus) and complete the level as normal. When you emerge, there will be a moving platform just above the underground chamber which will rise when you stand on it. Just fall off when it is rising, drop down to all those bonuses and watch your score hit the roof.

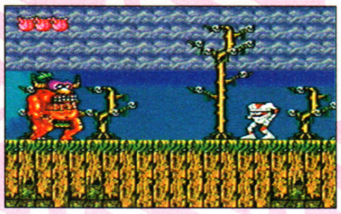
DECAPATTACK

***DecapAttack* is, let's face it, a rip off of *Magical Hat Turbo Adventure* with more playability and some comical graphics. Alistair Stevenson obviously read our review and bought the game and now he's repaying the favour with some first class tips on how to defeat the guardians.**

MEGA DRIVE

LEVEL ONE

Wait till the tough guy goes to the far right of the screen and jump upon his head after he throws his weapon. He will move into the centre of the screen. Jump behind him and fire like mad until he explodes. If necessary use some potions but you shouldn't waste too many as you will need them later on.

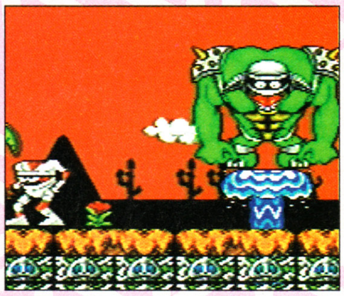


LEVEL TWO

No need to defeat this guy, just jump onto the platforms above, crack open the statues and leg it through the exit. Pure and simple. There is also an extra life on level 2-6 hidden in the statue to the far right.

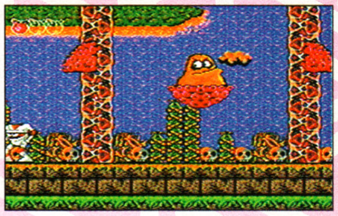
LEVEL THREE

At the start of level 3-3, instead of leaping through the clouds, drop down before the first cloud and to the left is a smashable wall. Kill the baddies and break the statue for an extra heart. This boss is easy; just jump at his head and keep firing and avoiding the missiles.



LEVEL FOUR

Jump up at it as the brain reveals its face and get as many hits in as possible. Run to the end of the screen and take a run up avoiding the umbrellas. Now jump over the brain and land safely on the other side. Repeat this until he dies.

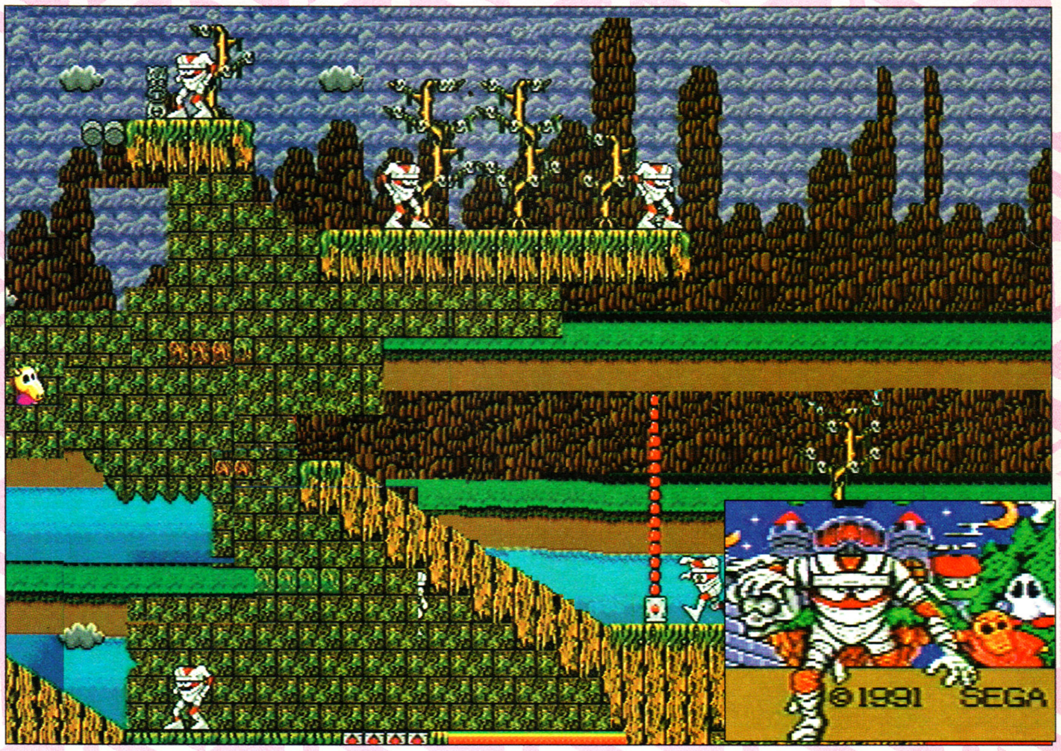


LEVEL FIVE

This mole is rock hard. Follow the lumps of mud, fire at it twice then jump on his head when he breaks through to the surface. Jump up in the air and hover until he throws his rocks. As the mole speeds up, you can only jump on his head and fire after he throws. Repeat this until he bites the dust (or mud).

LEVEL SIX

Max D Cap is not as formidable as he is cracked up to be. Get on his head and hit him as many times as possible. Stand well back and avoid everything he throws at you, and only use the ball of light when his shape is clear. Repeat this until he dies.



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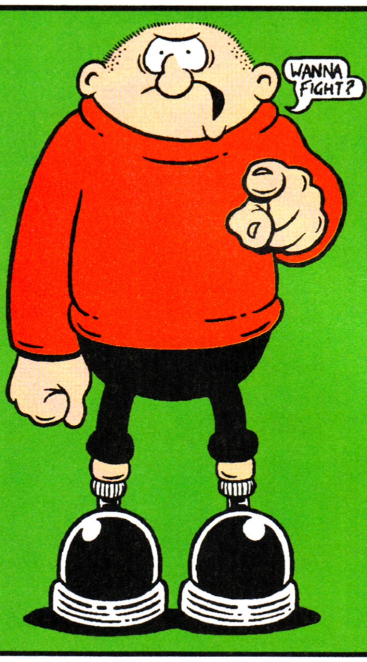
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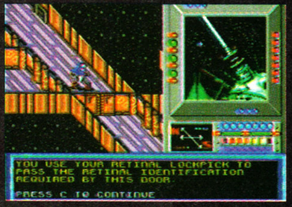
DAMIAN BUTT'S

pro TIPS HELP!

Will Graham from Dartmouth has bought the excellent RPG *Buck Rogers: Countdown to Doomsday* but is stuck on Ceres in the collapsing asteroid. The way to complete your mission is to go to the central room, which is blocked, use a demo charge, rescue the children then get all the info concerning the laser device. When you have all this, go to the lift and one of the children will give you a rope to escape with.


YOU USE YOUR RETINAL LOCKPICK TO PASS THE RETINAL IDENTIFICATION REQUIRED BY THIS DOOR.

PRESS C TO CONTINUE

Golvellius is one of **Kevin Elmen**'s favourite games but he still cannot reach the end, he finishes his letter, "I think your mag is skill, so I turned to the Pros for some codes" (or something like that!).

Try this for seven crystals Kevin: J7VZ HEQV AWPJ 4258 36AL PQLH MRLY 0258. If you really want a freaky cheat enter all Qs with a K at the end. Thanks to **Mark Bennets** for providing those codes.

A desperate appeal from **David Scott** (11) from Essex. David has just got a MD and wants to know the best motorcycle game currently available. Well, we scratched our heads and came up with *Super Hang-On* and many other (dubious) titles before the light dawned. Of course, the best motorcross game is without doubt EA's *Road Rash*, a perfect blend of speed and beat-'em-up action.

Finally, we've had some letters sent in by the mysterious **Dominique Tobbell** in Essex. As one of our rare female readers, Dominique, send in a photo and you may well end up as a ProTalker for a future issue.

JEWEL MASTER

Just as Scott Elliot's three games were dispatched for winning the top tip in SegaPro#4, the concluding instalment of his tips arrived with two excellent maps. For all those who bought this great game and are stuck, here is the solution to the last few guardians.

HARP GODDESS

Before she comes to life, select the three-way fireballs and speed. Now run up to about two or three steps away and fire like crazy. Your fireballs should neutralise her's and protect you, whilst taking her energy.

AQUARIUS GODDESS

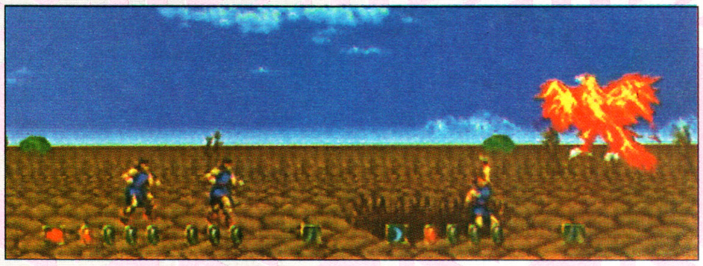
Ice daggers are this underwater foe's favourite weapon. Watch the pattern of attack and locate a safe spot where you can crouch down and fire without getting hit yourself. After this, it is just a case of keep firing until your shots take effect.

HERCULES

The big guy's ball and chain is a problem but using three-way fireballs and speed will give you the edge. You need to get very close to him and tap the jump button when he is about to brain you with his mace. You should hit the ground just as his weapon misses your head and then jump and fire like mad repeating the process when he swings the mace. Ignore the earthquakes as they hardly take any energy.

NEPTUNE

Select the wave (triple) and crouch down just past the pillar in the back ground. Fire as fast as possible and you should kill him relatively easily.



JARDINE THE MAD!

Scott suggests Fire Viper as a prime choice of attack, so juggle those rings as soon as you enter Jardine's domain. The best technique is just fire like mad and find a safe spot. Avoid him entirely when he becomes the skull as this is when he is most dangerous. Finally, good luck (you'll need it).

ACTION REPLAY CODES

Just when you thought it was safe to play a game normally, the Action Replay codes arise from the depths to give you unparalleled cheating power. You will never have to input dodgy A, B, C cheats or endless level codes ever again, just slap in that cart, type the code, flick the switch – it's party time.

1P 10000 2 TIME HISCORE ROUND
X1 8 118 10000

REVENGE OF SHINOBI

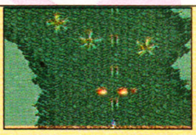
(Genesis, version 2)
0090D A0063
99 lives on easy.
009CF 46002
Infinite lives.
00B44 86000
Invulnerable one direction.
00B3B 26000
Invulnerable other direction.
00B7C C6002
Unlimited normal shurikens.
00BF7 04E71
Unlimited super shurikens.

ROLLING THUNDER 2

(Genesis Cart)
00E58 A4278
Infinite lives for player one.
00E59 04278
Infinite lives for player two.
0054A 89999
9999 Bullets for player one.
00617 C6006
Unlimited time.
0054B 09999
9999 Bullets for player two.

TASK FORCE HARRIER EX

(Genesis Cart)
0024F 64A38
Infinite lives.
0021B 24A38
Infinite bombs.
00204 86002
Permanent extra aircraft.

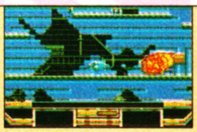


EL VIENTO

(Genesis Cart)
00C47 64A79
Prevents damage from most enemies.
00940 24A79
Flame weapon full strength.

FATAL REWIND

(All Carts)
02B6D 66002
Infinite lives (most).
02E39 A6002
Infinite lives (rest).



02898 04E71
Invulnerable.

OUT RUN

(Jap Cart)
00356 E4A10
Stop the clock!

ALIEN STORM

(UK/Jap Cart)
00352 A31FC
00352 CFFFF
Large energy for both players.
003A2 E6002
Unlimited continues.

SUPER FANTASY ZONE

(Jap Cart)
001D5 04E71
Infinite lives.
00944 E0099
Normal settings 1,000 coin is worth 99,100.

FORGOTTEN WORLDS

(UK Cart)
01046 650F9
01046 200FF
01046 41109
01046 64E75
Player one invulnerable.
01047 E50F9
01048 000FF
01048 21A47
01048 44E7F
Player two invulnerable.
0124C A0099
Start player with 992,500 energy.
01253 C0099
Start player two with 992,500 energy.

WONDERBOY III

(UK Cart)
0068A C4A38
0069S 24A38
Infinite lives.

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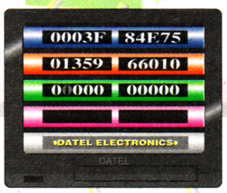

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ENERGY
DATEL

> "The Action Replay is the essential companion for EVERY Megadrive owner..........how can you afford not to have it".......*SEGA PRO* magazine

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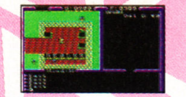
Ultima IV

Stewart Roberts from Barnet, Herts was obviously shipwrecked on a desert island many years ago with just a Master System and a copy of the massive RPG Ultima IV. Judging by the comprehensive tips he sent us, this is the only explanation (unless, of course, he does not have a social life or is totally brilliant at playing RPGs). Stewart has compiled some useful tipbits and tables to get you well into the game, so if you need an injection of enthusiasm then dig out your dusty old cart and read on…

TOWNS, CASTLES AND VILLAGES

BRITANNIA CASTLE
Healer
Seer
Water
Jail
Kitchen
Guardroom
Courtroom



BRITAIN (Bards, Compassion)
Weaponry
Armoury
Food
Spirits
Healing
Manor

TRINSIC (Paladins, Honor)
The Tap
Inn
Weaponry
Armoury

YEW (Druids, Justice)
Food
Jail
Justice
Healing

MINOC (Tinkers, Sacrifice)
Inn
Weaponry
Forge
Poor house

MOONGLOW (Mages, Honesty)
Magic Herbs
Healer
Inn
Food

JHELEM (Fighters, Valor).
Healing
Weaponry
Armoury
Pub
Inn

SKARA BRAE (Rangers, Spirituality)
Magic Herbs
Inn
Healer
Food

PAWS
Food
Armoury
Magic Herbs
Tavern
Horses

VESPER
Sleep
Weaponry
Guild Shop
Crog

BUCCANEERS' DEN (Pirates)
Tavern
Guild Shop
Armoury
Weaponry
Magic Herbs

COVE
Healer
Altar Room

EMPATH ABBEY (Candle of Love)
Healer
Courtroom
Oak Grove

SERPENT'S CASTLE (Bells of Courage)
Healer
Courtroom
Academy

LYCEAM (Book of Truth)
Observatory
Library
Healer
Courtroom

Nightshade can be found in Spiritwood (Lat J'F, Long C'O). Mandrake is on a small island in Fens of the dead (Lat D'G, Long L'G), or in the small piece of swamp in the bloody plains (Lat D'G, Long L'G).

Stewart also supplied us with countless lists of what each characters say and where they are but unfortunately we would've had to devote a whole issue of tips just to *Ultima IV* (phew!).

MANTRAS

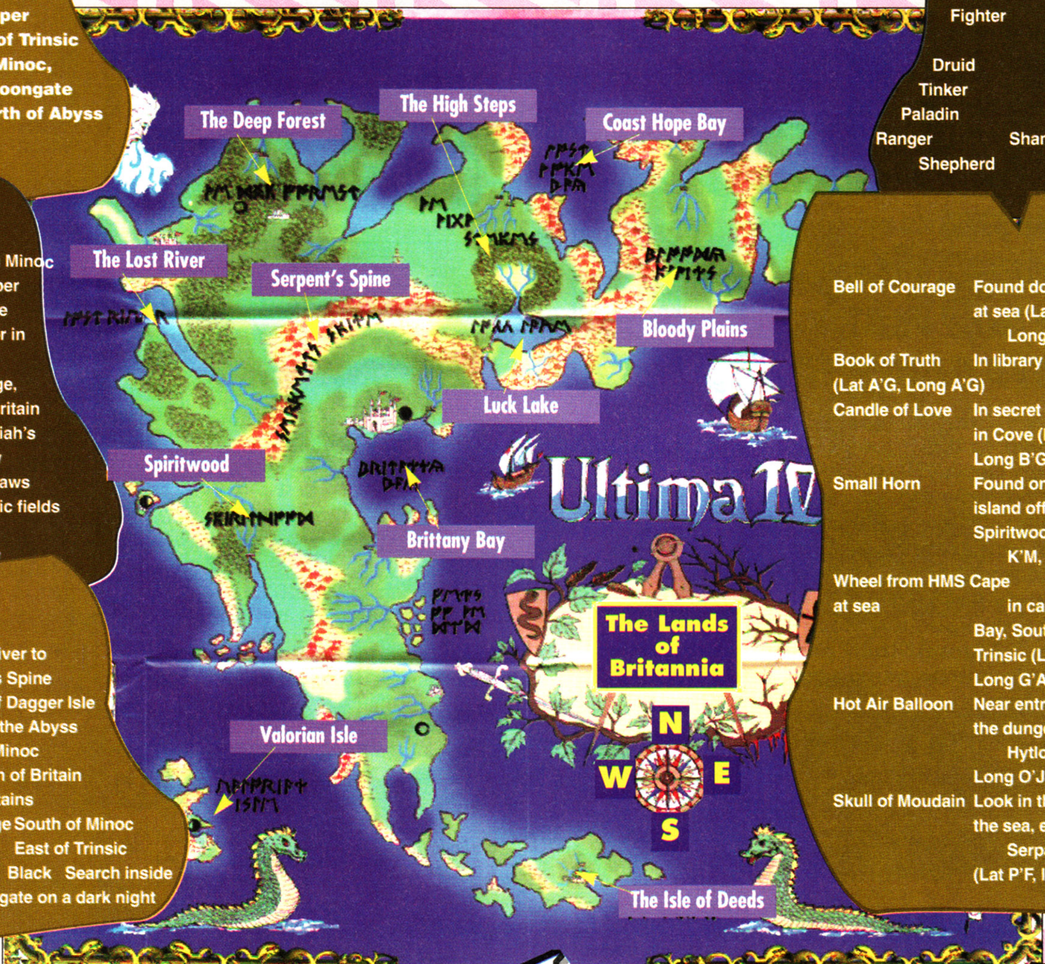
Honesty	AHM
Valor	RA
Justice	BEH
Compassion	MU
Sacrifice	CAH
Honor	SUMM
Spirituality	OM
Humility	LUM

PEOPLE WHO JOIN

Mage	Mariah
Bard	Iolo
Fighter	Geoffrey (fromRainbow)
Druid	Jaana
Tinker	Julia
Paladin	Dupre
Ranger	Shamino
Shepherd	Katrina

SHRINES

Honesty	On Dagger Isle
Valor	South of Jhelom
Justice	North East of Yew
Compassion	West of Cove
Sacrifice	North of Vesper
Honor	South West of Trinsic
Spirituality	East of Minoc, inside Moongate
Humility	North of Abyss



RUNES

Sacrifice	Found in forge in Minoc
Spirituality	In treasure chamber in Britannia castle
Valor	Found in SE tower in Jhelom
Compassion	End of the passage, Nr the rooms in Britain
Honesty	Search in the Mariah's gold in Moonglow
Humility	In mountains in Paws
Honor	Found in the magic fields in Trinsic
Justice	Prison cell in Yew

DUNGEONS

Shame	Purple	Down a river to Serpant's Spine
Deceit	Blue	SE isle of Dagger Isle
Hythloth	White	South of the Abyss
Wrong	Green	West of Minoc
Despise	Yellow	North of Britain in Mountains
Covetous	Orange	South of Minoc
Destard	Red	East of Trinsic
Dagger Isle	Black	Search inside Moongate on a dark night

ITEMS

Bell of Courage	Found down a well at sea (Lat N'A, Long L'A)
Book of Truth (Lat A'G, Long A'G)	In library in Lyceam
Candle of Love	In secret passage in Cove (Lat A'B, Long B'G)
Small Horn	Found on a small island off the tip of Spiritwood (Lat K'M, Long C'N)
Wheel from HMS Cape at sea	Found in cape of Heroes' Bay, South of Trinsic (Lat N'H, Long G'A)
Hot Air Balloon	Near entrance to the dungeon in Hytloth (Lat P'C, Long O'J.)
Skull of Moudain	Look in the fire in the sea, east of Serpant's Castle (Lat P'F, long M'F)

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WHOLESALE/EXPORT WELCOME

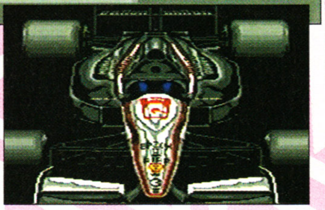
16 of the world's toughest tracks and all of the top teams and cars for you to wreck. What more could you ask for? Richard Saysell has won this issue's tip of the month and three carts are on the way for his excellent passwords and tips. If you've already sent some in, then read 'em and weep, Rich got there first.

As mentioned in the review, if you wish to practice racing with all the cars go straight to Spot mode, but real Grand Prix fanatics should choose the GP mode and race on the test track until they know every straight and hairpin. Now it's time to qualify...

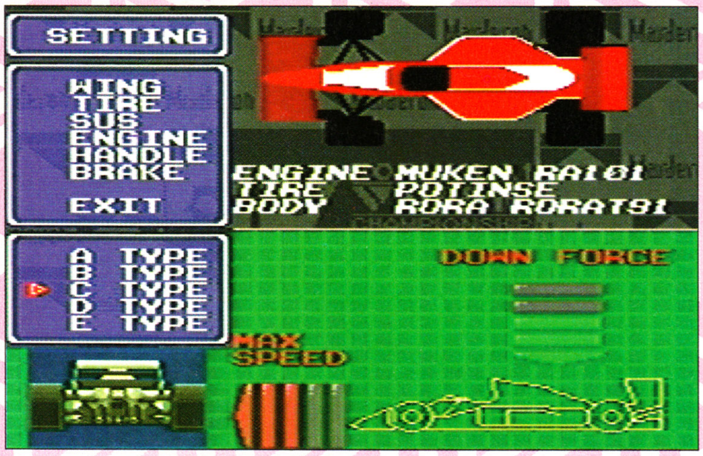
QUALIFYING

To qualify you generally have to cross the finish line in under 1:20, except on the longer courses such as Spain and Italy. If you reckon you have qualified on your first couple of laps, pause the game with START and press A, B and C simultaneously to end the race and go to the starting grid. If you've failed, it will show the first ten winners of the race and you will be presented with a static showing you with your head in your hands in shame.

Richard suggests the following settings for a much improved ride. It is essential to progress to the McLaron team as soon as possible, because they have by far the fastest and most responsive vehicle.



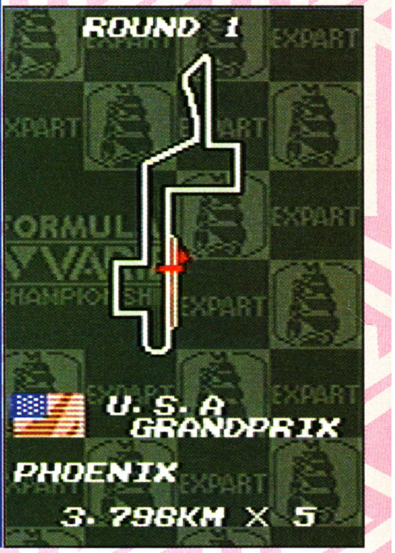
Wing	E type
Tyre	C type
Suspension	E type
Engine	D type
Handle	C type
Brake	E type

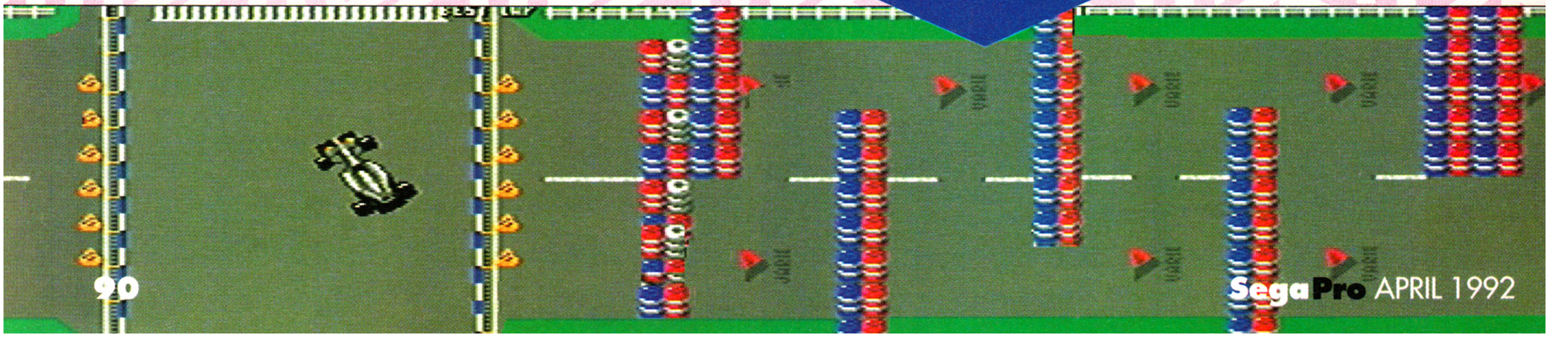


THE PRO SHORT-CUT

This cheat was discovered by none other than the Pros themselves, and is a simple way to qualify on the twisting USA circuit way ahead of the pack. In normal circumstances it is very difficult to keep up and most retire during this race just to get it over with. Here is the definitive way to qualifying in under a minute.

At the first tight right turn, you can weave through the bollards to the left and rejoin the race in the latter half of the track. From the starting grid, the rest of the pack will still be at the top of the course leaving you to cross the line in style.





RAND PRIX

PASSWORDS

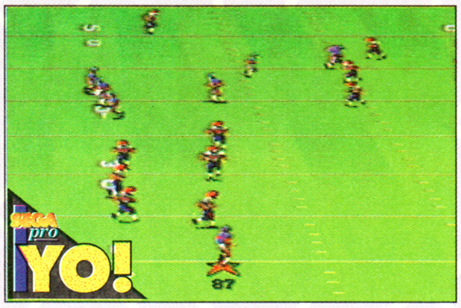
Now on with the all-important passwords. Remember to use the name R. SAYSE or they will NOT work.

1ST CHAMPIONSHIP

ROUND	COUNTRY	TEAM	PASSWORDS (R. SAYSE)
1	**USA** (3,721Km)	MINERBI	NABCTRTGJQHH
2	BRAZIL (4,325Km)	JORKAN	NABCTHPILZHRIO EG HI KN IS MQ
3	**SAN MARINO** (5,040Km)	TYRROLL	NABCDMLKLAILIS EG HOJMLOMO QR MQ
4	**MONACO** (3,328Km)	TYRROLL	NBBCDOLML3IVIWWBD EG HOJMLYMO KL QX LOMQ
5 (4,390Km)	**CANADA**	TYRROLL	NRCCDQLOLSJPIXBD EK HOJOMSMO HK KL QX LOMW
6	**MEXICO** (4,421Km)	TYRROLL	NRSDDSLQLSKJIXBD DEEK HVJONMMOFJ HK KLLO QX LQMW
7	**FRANCE** (4,271Km)	FARRERI	NABCTPHSNGKTIXBD DEHQGMHUJO MPFJ HO KLLONPORQX LQMW
8	**GREAT BRITAIN** (4,788KM)	MCLARON	NABCTFFUNOLNJJFH DE GMHUJOKLMTFJ HOILKLLONVORQX LQMW
9	**GERMANY** (6,797Km)	MCLARON	NBBCTHFWOBMHJLGB DE GQHUJRKLMTFJ HOILKLLONVORQ3 LQMX
10	**HUNGARY** (3,968Km)	MCLARON	NRCCTJFYODMRJOGL DI HGHUJRKMMTFJ HOINKLLONVORQ3 LQMX
11	**BELGIUM** (6,940Km)	MCLARON	NRSDTLF0O2NLJRHF DIEKHGHUJRKMMVFJ HOIRKMLONVORQ3 LQMX
12	**ITALY** (5,800Km)	MCLARON	NABCTNF2OXNVJRHP DIEKHGIHJTKMMVFJ HOIRKMLONVORQ3JK LUNN
13	**PORTUGAL** (4,350Km)	MCLARON	NBBCTPF4OYOPJSIJ DMENHGIJKJKMMVFJ HOIRKMLONVORQ3JK LUNN
14	**SPAIN** (4,747Km)	MCLARON	NRCCTRFAO3PJJSJD DPENHGILKJKMM1FN HOIRKMLONVORQ4JK LUNN
15	**JAPAN** (5,859Km)	MCLARON	NRSDTTFCOAPTJUJN DPENHGILKPKNM1FR HOIRKMLONVORRRJK LUNN
16	**AUSTRALIA** (3,780Km)	MCLARON	NABCTVGEO2QNJUKH DPETHKINKPKNM1FR HOISKMLONVOURRJK LUNN

SEGAPR

MEGA DRIVE



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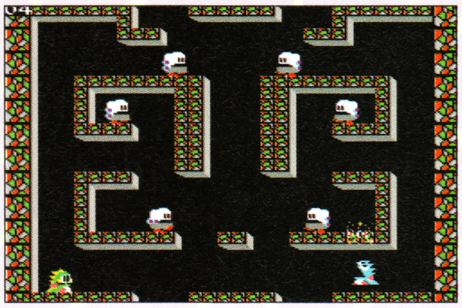

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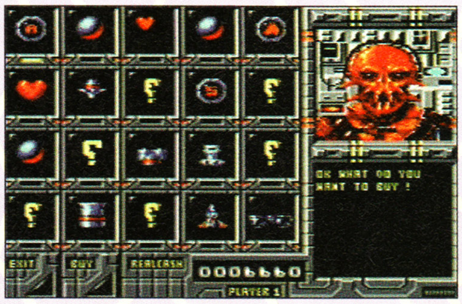
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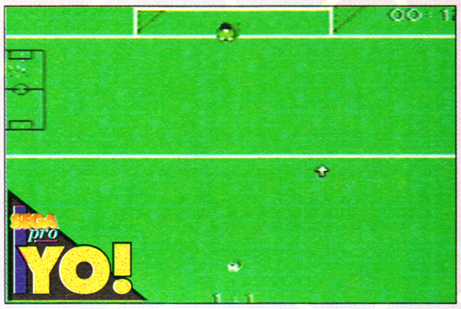

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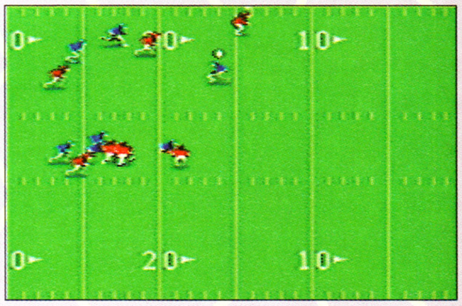

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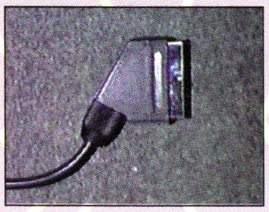

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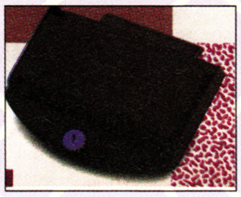

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To find out how to join turn to page 76.

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pro SCORES

Send us your high scores! No matter how lowly you may think they are, we don't care – just make them believable otherwise you could be summoned to the SegaPro offices. For instance, we'd still like to see how Ian Blanchard reached over a million on MS *Sonic*, but we lost his address, and even after many requests the chicken has failed to contact us!

Don't forget, if you send us a picture, you are far more likely to get your score printed – the wackier the picture, the better – and some sort of proof would be nice (parent's signature, screen pic, etc).

GAME GEAR

ALESTE

1,364,030	Les Ellis, SegaPro

CASTLE OF ILLUSION

199,650	*Paul Harding, Wintney*
162,759	Simon Riley, Towcester
161,430	James Pearson, Liverpool

DONALD DUCK

58,200	Kyle Rehard, Bradford

FACTORY PANIC

693,490	Chris Roberts, Lowestoft
631,830	Simon Mark Day, Doncaster

PSYCHIC WORLD

88,100	*Peter Olver, Newtonabbey*
7,100	Andrew Fowler, Tilehurst

JOE MONTANA FOOTBALL

127-0 (pro)	Matthew Williamson, Telford
73-0 (easy)	Neil Brown, Edinburgh

SONIC THE HEDGEHOG

529,000	*Paul Thomas, Stamford*
508,620	*Jason Pope, Street*
388,630	Kevin Hubbard, Chelmsford

SHINOBI

92,400	Matthew Williamson, Telford
92,100	Gavin Ellis, Hickley
87,900	James Pearson, Liverpool

SPACE HARRIER

13,176,107	Antony Murray, Dumfries

WONDER BOY (REVENGE OF DRANCON)

1,250,310	Christian McGrane, Mid Glamorgan
155,530	Adam Dell, Portland
128,970	Paul Harding, Wintney

MASTER SYSTEM

AFTERBURNER

371,400	Bruce Thomson, Perthshire

Machine ....Game ....
Score ....Date ....
Machine ....Game ....
Score ....Date ....
Machine ....Game ....
Score ....Date ....
Machine ....Game ....
Score ....Date ....

Name ....
Address ....
....
Postcode ....Age ....

Self photo enclosed ☐ Proof enclosed ☐

Send this form (or a copy) to ProScores, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. If you want a photo returned, you must enclose a SAE.

CASTLE OF ILLUSION

319,220	Dean McShane, Welwyn Garden City
161,770	John Fitzgerald, Lechlade
124,930	*Richard Gott, Preston*

ALEX KIDD IN MIRACLE WORLD

29,632,890	Philip Hames, Chertsey
136,800	Lee Jackson, Yorkshire
105,050	Jamie Farrier, Tunbridge Wells

BUBBLE BOBBLE

1,437,340	Neil Winter, Braunton

HANG-ON

2,050,010	*David Greig, Caithness*
1,872,840	Duncan Smith
1,872,825	William Riddell, MotherwellWells

CALIFORNIA GAMES

Footbag

93,460	Gregory Hook, Kettering
60,350	Rojette Guerrero, Mitcham

BMX

134,530	Rojette Guerrero, Mitcham
29,700	David Shute, Paignton

Skateboard

31,800	Rojette Guerrero, Mitcham

Surfing

6.8	Steven Crofts, Codnor

FANTASY ZONE

9,999,999(!)	Duncan Smith

GHOULS 'N' GHOSTS

152,600	John Fitzgerald, Lechlade
34,900	David Durance, Hounslow
31,300	Gareth Hughes, Cardiff

GOLDEN AXE

328.9	Duncan Smith
247.0	Jamie Farrier, Tunbridge Wells

SONIC THE HEDGEHOG

1,557,200	Daniel Hill, Ilkeston
453,500	*Jodie Magan, Coventry*
378,930	*T Brownbill, RyeChelmsford*

MERCS

72,750	Daniel Ellis, Truro

POWERSTRIKE

1,379,280	Peter Banks, Swindon

TRANSBOT

11,980	Sam Knee, Bishops Stortford

WONDER BOY II

9,617,600	Calvin Holbrook, Isle of Wight

SUPER KICK OFF

10-1 (Final)	Damian Butt, SegaPro

WONDER BOY III

9,837,481	Ian Blanchard, Trowbridge

WORLD CUP ITALIA 90

29-0	Daniel Ellis, Truro

MEGA DRIVE

ALTERED BEAST

10,026,300	Paul Maseldine, Nottingham
7,351,300	*Ben Seymour, Trowbridge*
1,839,800	*Wade Hubert,*

ARROW FLASH

636,910	Richard "Pro" Parkes, Australia

CASTLE OF ILLUSION

649,200	Matt Eddy, Hayle
532,910	Richard "Pro" Parkes, Australia
523,800	Nigel Parker, Keighley

DEVIL CRASH

324,023,200	Rachel Lovatt, Derby
49,696,200	Michael Barmby, Wakefield
15,002,100	Paul Claydon, Sapcote

EA HOCKEY

40-3 (USSR vs UK)	Jamie Martin, Budleigh Salterton

FANTASIA

133,550	Darren Browne, Scunthorpe

FATAL REWIND

1,206,840	Rachel Lovatt, Derby
474,370	Jamie Martin, Budleigh Salterton

HARD DRIVIN'

1.13.44 Hard	James Wilkinson, Walkington

GAIRIES

1,012,708	Rachel Lovatt, Derby

GHOULS 'N' GHOSTS

168,700	Nigel Parker, Keighley
56,600	Lou Pearce, Gillingham

GOLDEN AXE

235.5	Joe Colledge, Durham

GOLDEN AXE II

225.5	Nigel Webster, Blackwood

HELLFIRE

6,832,580	Nigel Parker, Keighley
4,144,640	Antony McEwan, Ross-Shire
2,913,990	Paul Maseldine, Nottingham

JAMES POND II

8,174,250	Ian Mitchell, Cambridge
7,733,700	*Lee Read, Crawley*
7,253,800	Thomas Germain, Havant

OUT RUN

26,124,960	Nicholas Chevin, Swadlincote

MERCS

1,282,400 (hard)	Mark Wheeler, Blackpool
708,100 (orig)	Barrie Dixon, Rochdale
419,850 (hard)	Wayne Turner, Chelmsford

QUACKSHOT

1,053,500	Paul Rudd, Weymouth
755,000	Matt Eddy, Hayle
510,500	Darren Jelfs, Ferndale

RAIDEN TRAD

1,244,500	Antony McEwan, Ross-Shire

ROAD RASH

£83,000	Nigel Webster, Blackwood

SONIC THE HEDGEHOG

9,999,990	Terry Grant, Moray, Scotland
5,241,820	*Wain Johnstone, Yeovil*
262,680	*Mark Elliot, Trowbridge*

SPACE HARRIER II

27,010,280	Wayne Turner, Chelmsford
26,291,600	Paul Maseldine, Nottingham

SPEEDBALL 2

356-14	(vs STEEL FURY) Dave Perry, SegaPro

SPIDER-MAN

94,613,180	Ralph Woolford, Twickenham

SUPER MONACO GP

4,294	Antony McEwan, Ross-Shire
3,776	Andrew Self, Billericay
131	Jodi Waters, Colwyn Bay

STREETS OF RAGE

743,300	Michael Copley, Winchester
674,700	Nick Riley, Stoke
403,600	*Ian Gargan, Newcastle*

THUNDERFORCE III

1,056,500	Paul Hammock, Northfleet

TOEJAM AND EARL

630	Jamie Martin, Budleigh Salterton

WONDERBOY III

700,000	Dean Mcshane, Welwyn Garden City

WORLD CUP ITALIA 90

37-0	A Learman, Essex

ZERO WING

1,286,920	Michael Barmby, Wakefield

Final score: Torquay United 3 - 0 Darlington. The Gulls win at last!

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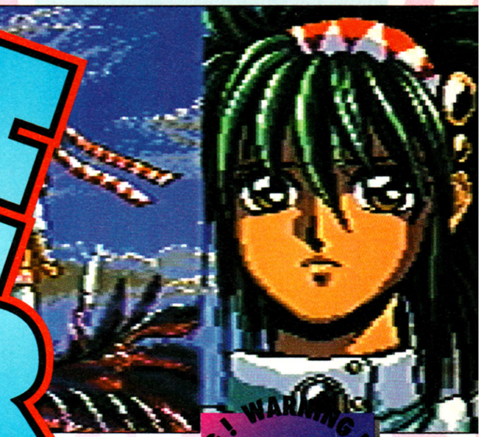
GAME OVER

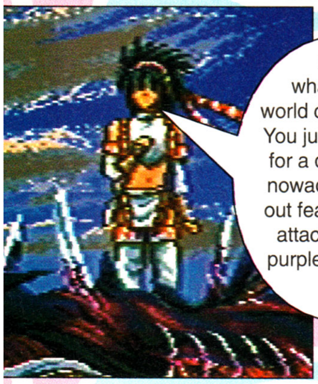
THE BIG GAMES BUSTED EVERY MONTH

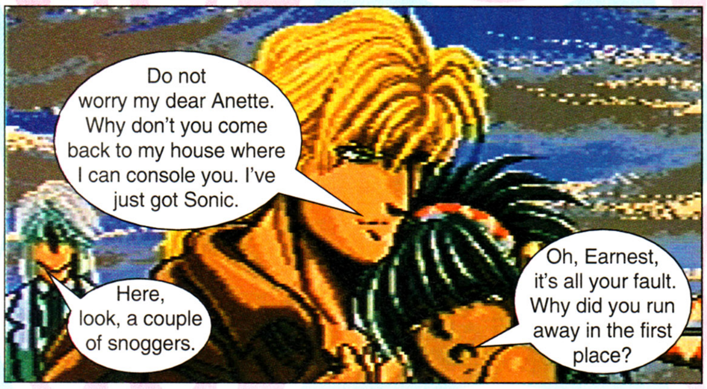
EL VIENTO

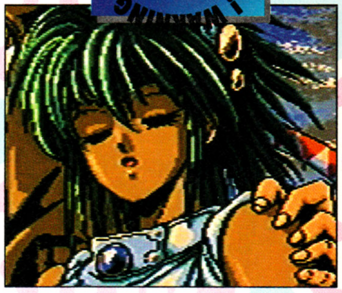
When a small game called *El Viento* appeared on our screens just six months ago, who would have thought that its star, Anette, would now be as popular as Sonic – and Sega's first sex symbol! Indeed, this game also spawned another hero, Earnest Evans, who has just appeared in his own self-titled Mega-CD and MD game. In *El Viento,* Anette must again rescue her loved one, Earnest, from the likes of Al Capone and Hastur. May the wind be with you...



WARNING ! WARNING ! WARNING ! WARNING !
FINISHED GAME SCREENS

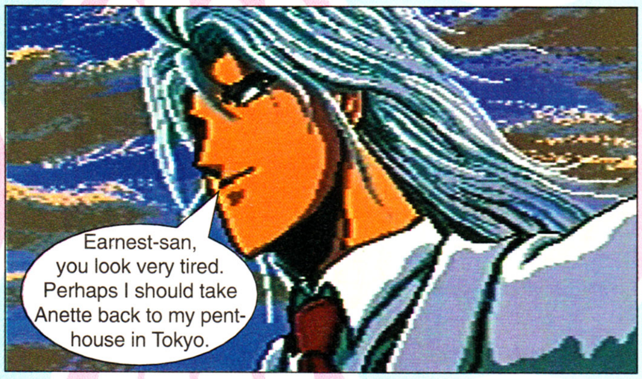

Oh, what's the world coming to? You just can't go for a quiet walk nowadays without fear of being attacked by a purple monster.

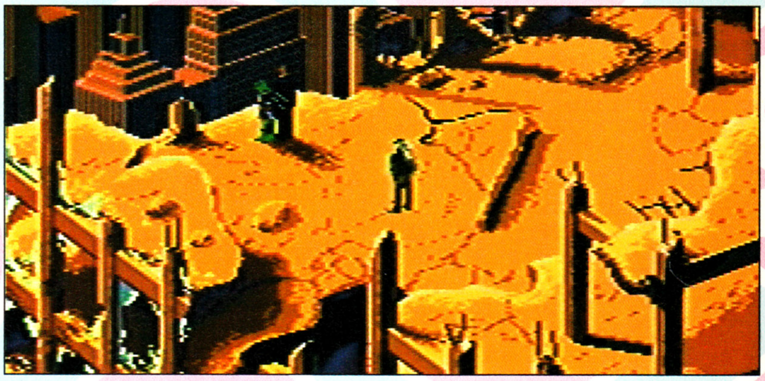

Do not worry my dear Anette. Why don't you come back to my house where I can console you. I've just got Sonic.
Here, look, a couple of snoggers.
Oh, Earnest, it's all your fault. Why did you run away in the first place?



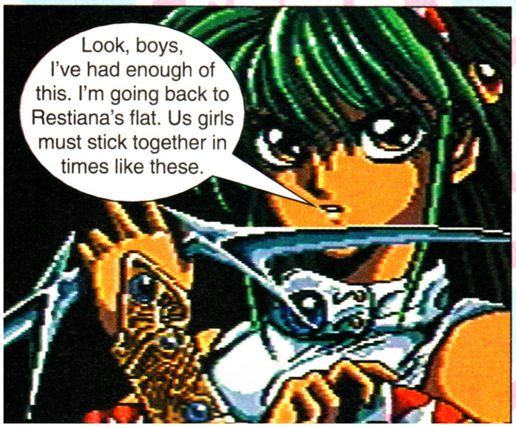
Anette has finally found Earnest and killed Hastur, the monster who was holding him. Earnest comforts her...

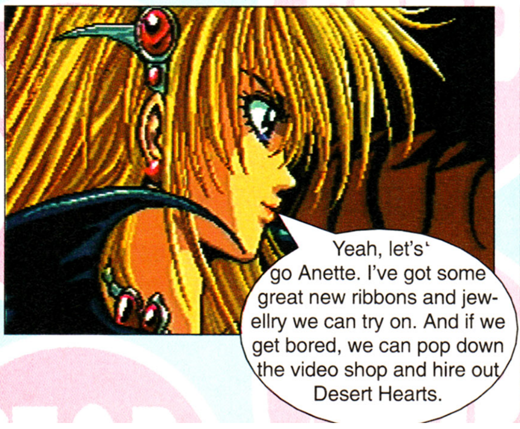
Earnest's old friend Zigfried looks on. He is happy they are together, but seeing Anette again reminds him of the love they once shared...

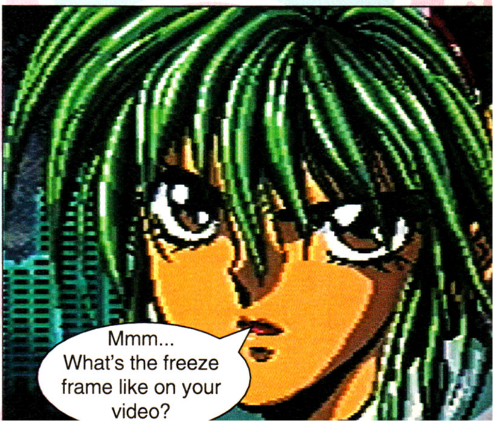

Earnest-san, you look very tired. Perhaps I should take Anette back to my penthouse in Tokyo.



Earnest, Anette and Zigfried look out to the city, and wonder how they are going to pay for all the damage they have caused. Zigfried suggests they could blame Restiana.


Look, boys, I've had enough of this. I'm going back to Restiana's flat. Us girls must stick together in times like these.


Yeah, let's go Anette. I've got some great new ribbons and jewellry we can try on. And if we get bored, we can pop down the video shop and hire out Desert Hearts.


Mmm... What's the freeze frame like on your video?

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A. IMPORTED SOFTWARE - WHICH VERSION WILL I NEED FOR MY CONSOLE?

MEGA DRIVE: Japanese software will run on UK Mega Drives with the aid of a convertor. These are readily available, but are not Sega approved. We do not recommend enlarging the game slot on your UK Mega Drive to make the Japanese games fit, as this will invalidate your warranty. **UK** software will run on all machines. **American** (known as Genesis) software will also run on all machines.

GAME GEAR: Software on the Game Gear is fully interchangeable, so the only thing you need to worry about is Japanese text on some games.

B. IS MINE A UK, JAPANESE OR US MACHINE?

You can easily tell the difference between the various machines. The UK version of the Mega Drive has a white area of text near the power light, while the Japanese version has red. And in the US, the Mega Drive is called the Genesis. Many imported Mega Drives are converted by the importer for TV or scart monitor from the Japanese original, but some machines are meant specifically for the Hong Kong market (which has the same TV system as the UK).

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1. When ordering, ensure that you keep a copy of your written order, or details of your phoned order, safe at all times.

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5. Confirm availability or delivery date of the goods before you order. In the event of a delay, please be as lenient as you can. Often demand outstrips supply, or a supplier may have advertised a product in good faith only to find that his delivery date or release dates have changed. The point is - ask before you buy and you should get the result you want.

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GAMEGEAR

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